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## BATMAN™ RETURNS

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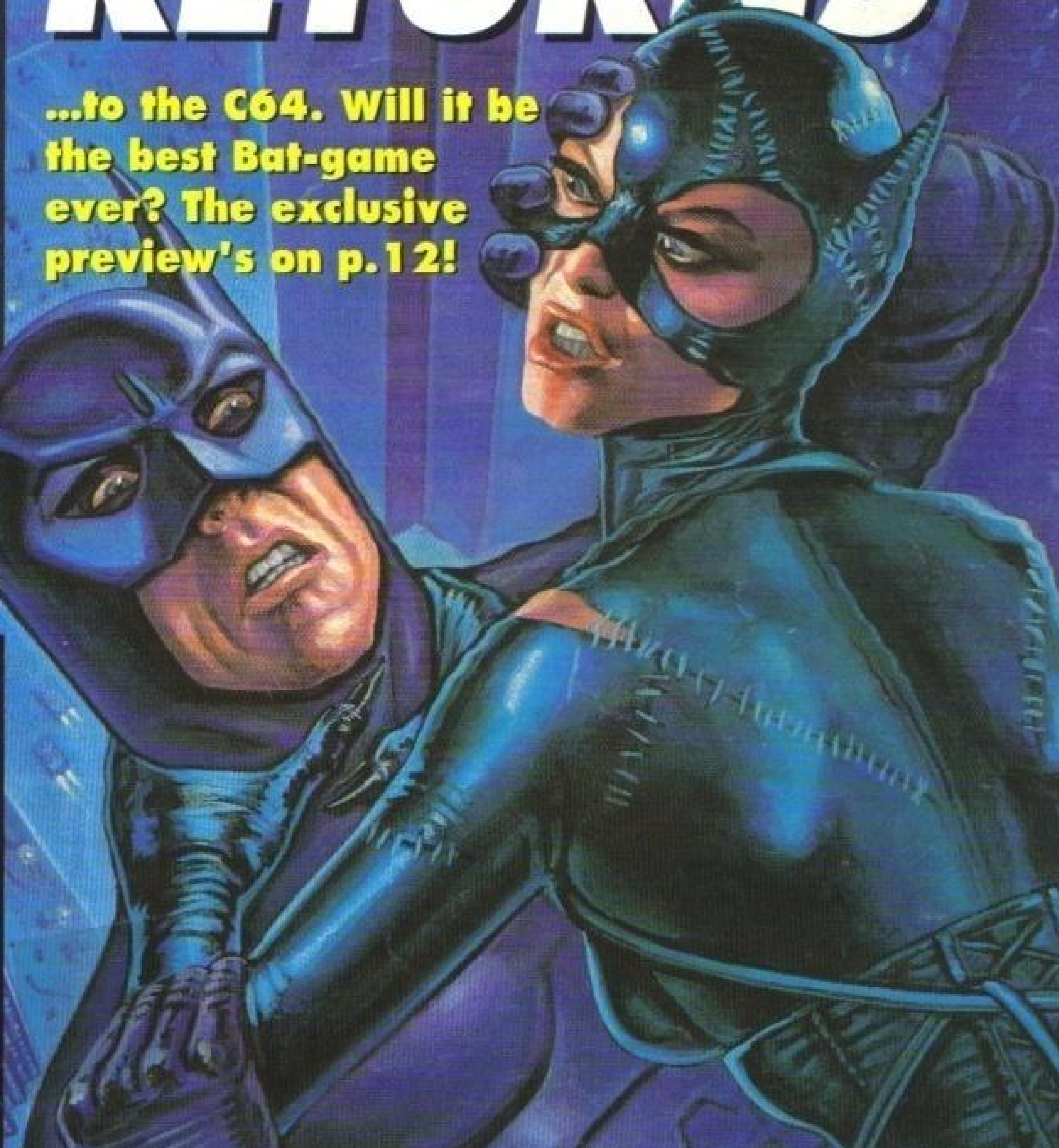

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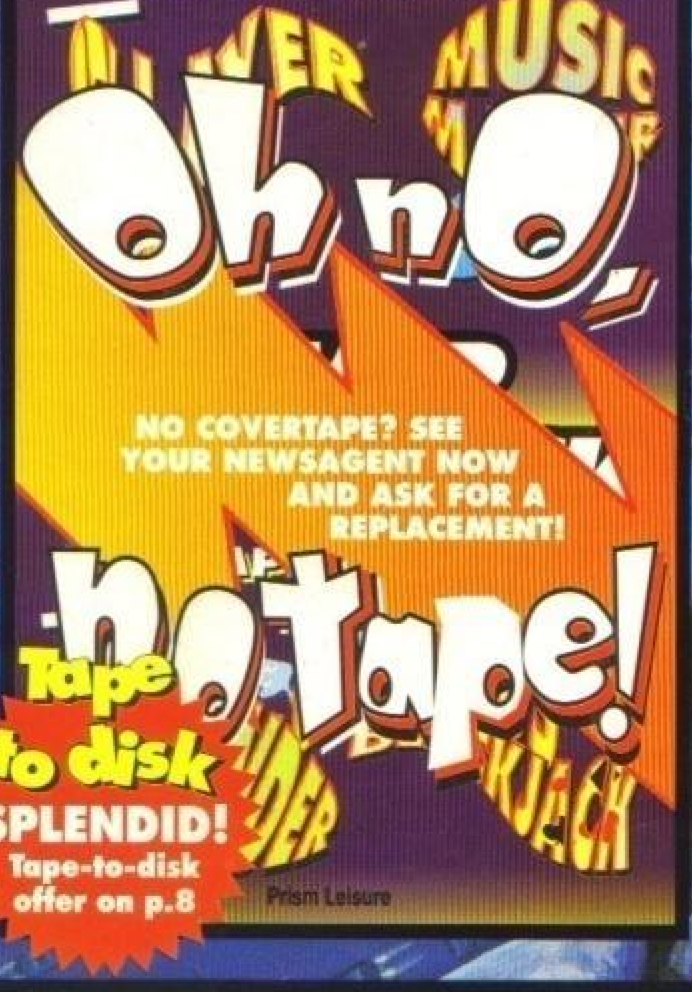

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Tape to disk SPLENDID! Tape-to-disk offer on p.8

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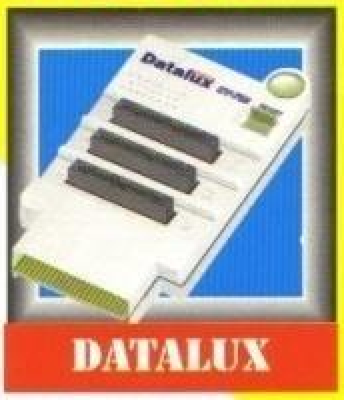

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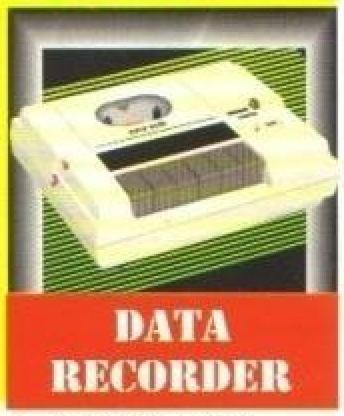

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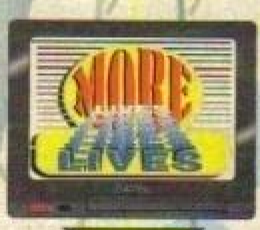

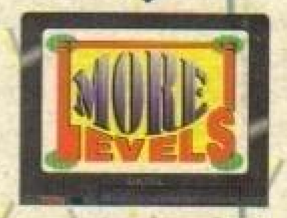

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# POWER

## GAMES

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***BEYOND BELIEF***
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***ZEPPELIN***
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***ALTERNATIVE***
**60 FOOTBALL MANAGER 3**
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**64 POSTMAN PAT HIT COLLECTION**
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**64 POPEYE THE COLLECTION**
***ALTERNATIVE***
**65 SMASH 16**
***CODEMASTERS***

## CF SPECIAL

**29 SPRING CLEAN SURVEY**
We want information! But unlike Number 6, you'll hopefully help us out. Tell us what you want from your magazine. It's your chance to tell us what you think of *CF* on p.29

**33 BAT-FAX**
Backing up this month's poster are more *Batman* facts and figures than you can stand. Did *Batman* really once meet Liberace? Find out when you've spotted our Bat-Signal on p.33

**37 LET'S MAKE A MONSTER**
Once again the Rowlands Brothers hit code mode in their continuing struggle to create the ultimate C64 classic. It's absolute *Mayhem In Monsterland*, or at least that's what they're saying. See for yourself on p.37.

**47 THE SECRET OF SEUCKCESS**
The first of a two-part *Shoot-'Em-Up-Construction-Kit* masterclass. Laser-death expert Andrew Smith spills his secrets so that you can turn your home-grown blast into a game that'll blow your friends away. The gun club opens on p.47

## REGULARS

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Bargs by the bucket-load!
**66 NEXT MONTH**
What happens next?

## WHAT DO YOU WANT?

Go on, then tell us! That's what we're asking you to do this month in *CF*, because we're trying to hone Britain's best C64 to an even finer edge. We've compiled a massive survey, which we need you to fill out, if we're to cough up the goodies month after month. So be sure to fill it out, send it in and who knows, you could even win a prize of your choice.

*Commodore Format* isn't all questions this month, though. We've come up with an impressive list of answers, too: brilliant and maybe even better; it's taking shape; advice from an expert; 94 per cent; hordes of them; better than ever.

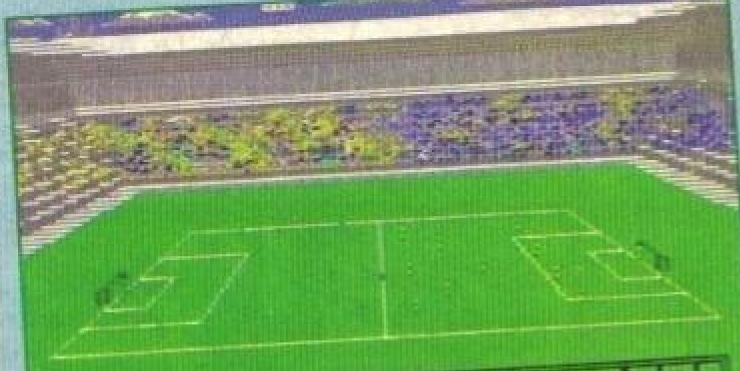
And the questions are: how is *Batman Returns* looking and how will stand up against the previous *Batman* classics? What's happening in Monsterland? What do I need to get the most from *Shoot-'Em-Up-Construction-Kit*? What score did Roger give the rather fab *HeroQuest* now it's been re-released? Are there many reviews? And how good are this month's regular sections looking?

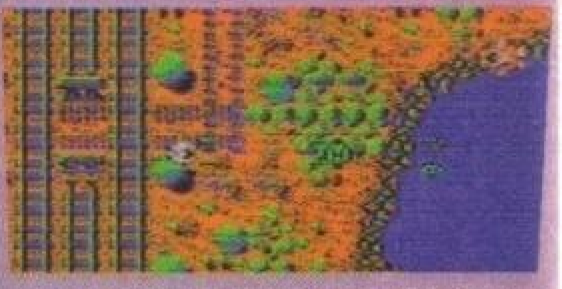
Enough of this idle banter. There are C64s out there eager for games, games in desperate need of tips, tips in search of techies and much more besides. On with the mag!

## Subjected to the Powerte

### 60 FOOTBALL MANAGER 3

*Addictive*
Can footie management machinations still make the grade as great games? Check out the latest direct descendant of the great grandaddy of them all.





Not a Roman in sight in *Gladiators*.

### [illegible] GLADIATORS

*Alternative*
Sideways-scrolling shoot-outs are a *CF* fave, because they go sideways and you shoot things. (*Sad lot, these reviewers – Ed*) (*Eat knuckles! – Clur*).

### 64 THE POSTMAN PAT COLLECTION

*Alternative*
A cat, a hat and a friendly postie called Barry. He's standing in for

### [illegible] ROGER FRAMES REVIEWS BUDGET GAMES

This month The Cheapskate Kid casts his beadies over: *Shoe People, Terminator 2, Trivial Pursuit, HeroQuest, RBI2* and *Street Fighter.*

### 57 JIMMY'S SUPER LEAGUE

*Beyond Belief*
Yet more financial footie frolics. How will it fare in the cup-tie against *FM3*?

### [illegible] CARNAGE

*Zeppelin*
Does it have the driving force to be a Corker?

### 63 BIG BOX

*Beau Jolly*
What's in the box? 30 classic games at just over 50p each!

It's a Corke

r White. Let's go to work – and see what's been...

# TESTED!

## 12 BATMAN RETURNS

**KONAMI**

The Bat, the Cat and Penguin are preparing to slog it out in Konami's big-bucks licence, *Batman Returns*. Over the years Batty has fared better than any other screen super hero when it came to having his antics converted on to computer, and it looks like his winning streak will continue! Pick up the Bat-phone on p.12 for full details.

## 47 THE SECRET OF SEUCKCESS

There's no doubt about it. *Shoot-'Em-Up-Construction-Kit* on budget has to be one to best bargains ever on the C64! It allows you to create your very own spectacular blast-outs for nothing. (*Sure it's cheap, but it's a little tricky to master– Roger!*) That's why *CF*'s offering you a quick route to *SEUCK*cess, with the first of a two-part masterclass from two top shooters. The *SEUCK* tipshop opens for business on p.47.

## st th's ish...

### 62 SPELLING FAIR

*Europress Software*

All the fun of the spelling test as you learn all about the fair, or something like that.

h i n t s y
# useful tip or suggestion

It's a Corker!

Pat because TV's favourite mail-man is well busy working on three games simultaneously. The postmark's delivered on p.64.

### 64 THE POPEYE COLLECTION

*Alternative*

The strange, one-eyed sailor with the spinach addiction hits the C64 with all three of his gaming voyages in one big Bluto-sized bundle. Will it sink or swim?

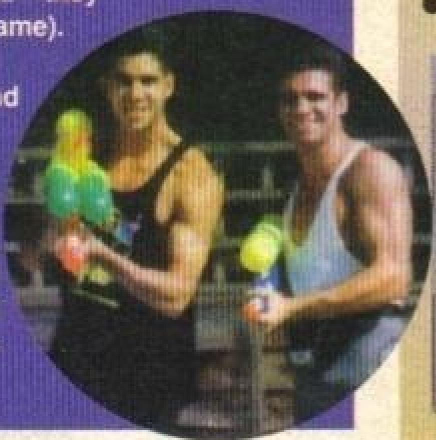
### 65 SMASH 16

*CodeMasters*

*Smash 16* looks like a barg of a bundle. Can you have quantity and quality? See p.65 for the result of our philosophical debate.

## 37 MAKING A MONSTER

John and Steve have almost cracked the first few levels and they're starting look good (that's the levels, not the Rowlands Boyz – they still look the same). Pipeland, Cherryland and Spottyland may sound daft but they look brilliant! Check out the inside story of how a game is built on p.37.



## 52 GET YOUR KIXX

### 50 GAMES UP FOR GRABS

One of the biggest and best re-release software houses in the biz, Kixx bring us top-flight titles at knock-down prices. We've blagged 50 of their very best games for one lucky *CF* reader. Fancy filling your games shelf with some serious gameplay? Then flixx to p.52 for our splendid Kixx compixx (*it doesn't work – Ed*).

## 30 tape to disk

If you've got a disk drive, then take advantage of our smart tape-to-disk offer. Check it out on p.8

## POWER PACK 30

### SLAYER

*Prism Leisure*

FULL GAME

Major-league mayhem! *Slayer* brings serious sideways-shooting action to the *CF* Power Pack. In the classic *R-Type* mould, *Slayer* boasts special weapons, big guns and small spaces. Are you skillful enough to survive? Load it up and let it rip!

● Instructions on p.7.

### REBOUNDER

*Prism Leisure*

FULL GAME

Have a ball! A small, silly, scrolling, bouncey ball, in fact, which you have to guide down a deadly alleyway filled with bullet-spitting aliens, tricky traps and large, bottomless holes. It may be daft, but it sure is fun!

● Instructions on p.6.

**Bouncing balls abound in *Re-Bounder*.**

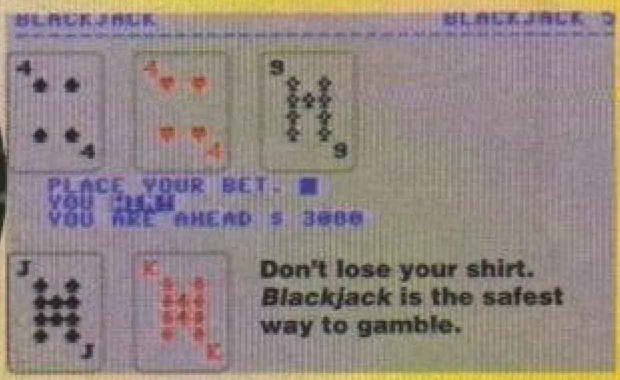
### DAEDALUS

*Andrew Smith*

FULL GAME

The author of this month's *SEUCK* masterclass (see p.47) gives us one of his games for the Power Pack. It may be home-made, but it's hard to tell when the photon torpedoes start exploding around you!

● Instructions on p.7.



**Don't lose your shirt. *Blackjack* is the safest way to gamble.**

### BLACKJACK 21

*Courtesy of Kingsway*

FULL GAME

Some call it *Pontoon*, some call it 21 and some call it *Blackjack*. Whatever your preference, it's a great card game, and this version does the shuffling for you. Instructions on p.8.

### MUSIC MAKER 64

*Courtesy of Kingsway*

FULL UTILITY

This purely-for-fun music prog turns your C64 into a piano – actually it sounds more like a Stylophone but it's still enjoyably daft (and anything

# QUICK START

## FULL GAMES

### RE-BOUNDER

Avoid the void and bounce your way to the end of the levels. Kill the guardian and choose which way to go next.
Joystick Port 2
Side one Tape count 000

- ⬆ Up – Bounce up the screen.
- ⬇ Down – Bounce down the screen.
- ⬅ Left – Bounce to the left.
- ➡ Right – Bounce to the right.
- ● Fire – It's blasting time!

### SLAYER

A horizontal scrolling shoot-'em-up, and it's the usual objective – kill everything and anything that stands in your way.
Joystick Port 2
Side one Tape count 065

- ⬆ Up – Move up
- ⬇ Down – Move down
- ⬅ Left – Brake
- ➡ Right – Accelerate
- ● Fire – Let 'em have it!

### DAEDALUS

Vertically scrolling shoot-'em-up. Destroy everything you see, but don't touch the walls or spikes or you're scrap metal.
Joystick Port 2
Side two Tape count 000

- ⬆ Up – Accelerate
- ⬇ Down – Brake
- ⬅ Left – Move left
- ➡ Right – Move right
- ● Fire – Fire.

### BLACK JACK

Beat the dealer at his own game. Try to get 21 or as near to it as poss in five cards or less. A Blackjack (21 in two cards) beats all.
Keyboard only
Side Two Tape Count 080

## FULL UTILITY

### MUSIC MAKER 64

Compose your own musical ditties (or try to play someone else's) on your C64. The letters on your keyboard represent the notes on a musical scale.
Keyboard only.
Side Two Tape Count 060

# POWER PACK 30

***If you wanna bounce, shoot, make plinky-plonk noises or lose loads of dosh either seek professional help or load up the Power Pack.***

## RE-BOUNDER

**FULL GAME**

**Joystick Port 2**

Beach balls, tennis balls, power balls and Roger's head. They all have one thing in common – they bounce (*some more than others – Ed*). *Re-Bounder* is… erm… a puzzle… no… a shoot-'em… no… a bounce-'em-up. Oh who cares? Whatever it is, it's darned good fun for what's essentially an overhead version of *Cosmic Causeway*.

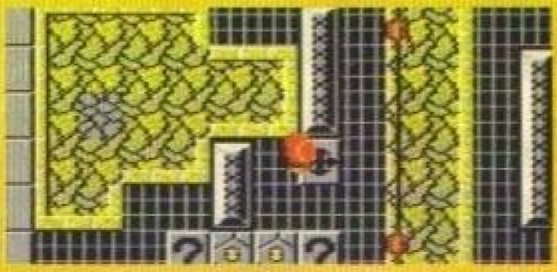
*Re-Bounder* is the classic *Bounder*'s baby brother. Basically, you have to bounce your ball along the solid-looking bits while heading right (or up, or down, depending on which level you're on). Between the solid bits are what can only be described as the bits between the solid bits. Don't whatever you do try to bounce on these 'cos you'll be swallowed up by the nothingness and lose one of your five lives.

Along the way your bouncy ball will meet lots of strange thingies, all out to drain him of energy. Most can be killed by firing at them, but there's a nasty electrified fence that can't be destroyed. You have to place a perfectly-timed bounce to clear it in one mighty leap.

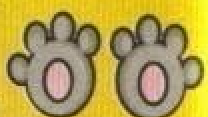
The blocks marked with exclamation and question marks can hide either wholesome pick-up (in which case a smiley face appears in the square when you bounce on it), or a blue meanie (in which case a frowning face appears). The small green blips give you extra points while picking up the red squares that float around gives you some handy bonuses, like fiery stars that whizz around the ball to protect it from marauding enemies.

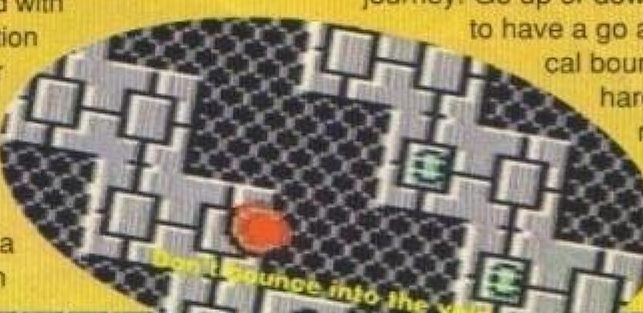
Touching one of the nasties relieves you of some energy. Lose all of your energy (displayed as a power bar at the bottom of the screen) and you lose one of your balls, as is the way of things (in this sort of game, at least). You have five lives to play with, but believe me, they won't last you long.

At the end of every level, once you've beaten the obligatory end-of-level guardian, you're presented with a choice of directions to carry on your journey. Go up or down if you want to have a go at some vertical bouncing (a much harder option) or take the route to the right to carry on in the horizontally-scrolling world of the ever-boingy ball.

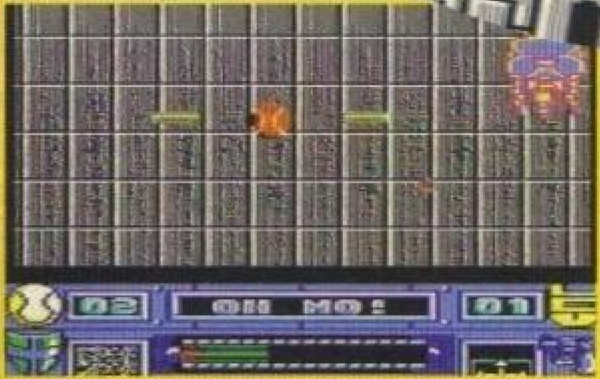


Life's a series of ups and downs, a subtext which runs through *Re-Bounder*.

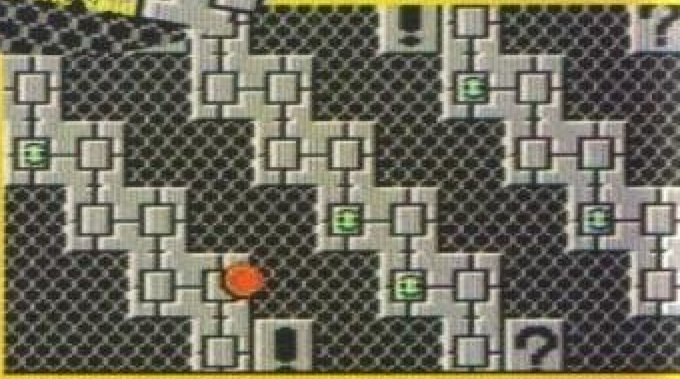




Don't bounce into the void



The end-of-level guardian from level one. Not too difficult to beat – just avoid the bullets.



You'll need to have a decent sense of rhythm to get safely through this section.

# SLAYER

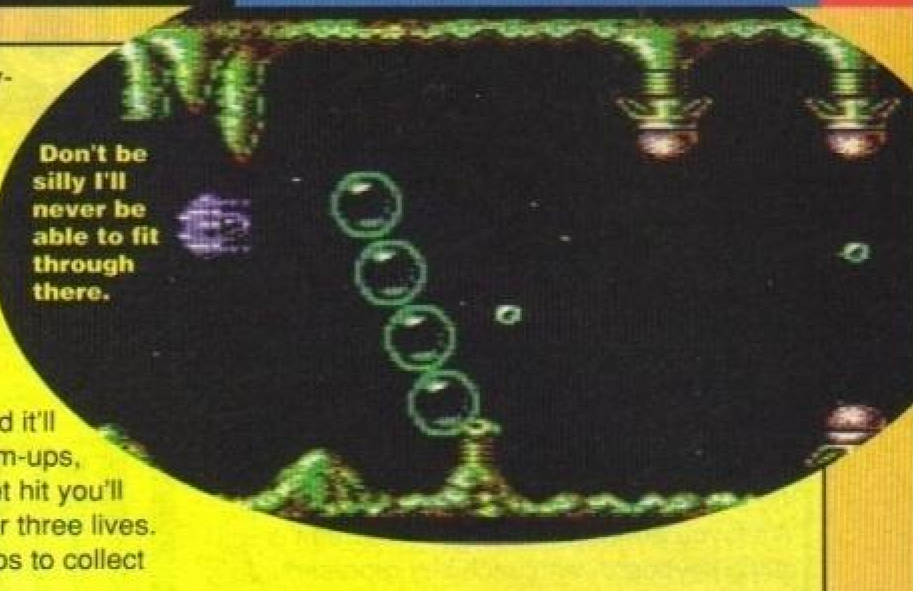
FULL GAME

**Joystick Port 2**

Deep in the bowels of the planet Tra-haein lie the peaceful homes of a silent race of beings named the Jumwaps. Their quiet lives came under threat in the yart of 2136 when a band of rebel Sienars decided to make Tra-haein the base for their attack on the IFGW. Your mission is to permeate the Jumwap's defences and destroy the thing that is the source of all their power, the turquoise crystal. Destroy this crystal and destroy the Sienars. The fate of the Jumwaps is in your hands. Good luck captain, may you live to tell the tale.*

The first shoot-'em-up on this month's Power Pack scrolls horizontally through an ultra-violent cyberworld. Once it's loaded up you can choose whether to play a one- or two-player game and whether to use either the keyboard or joystick. Once you're happy, hit Fire to play.

Everything that fires at you, you can blow up (fair enough, really), but their bullets and missiles are indestructible. I'm afraid you'll just have to avoid them; just think of them as dentists or Jeremy Beadle and it'll be easier. Like most shoot-'em-ups, if you touch the scenery or get hit you'll die horribly, losing one of your three lives.

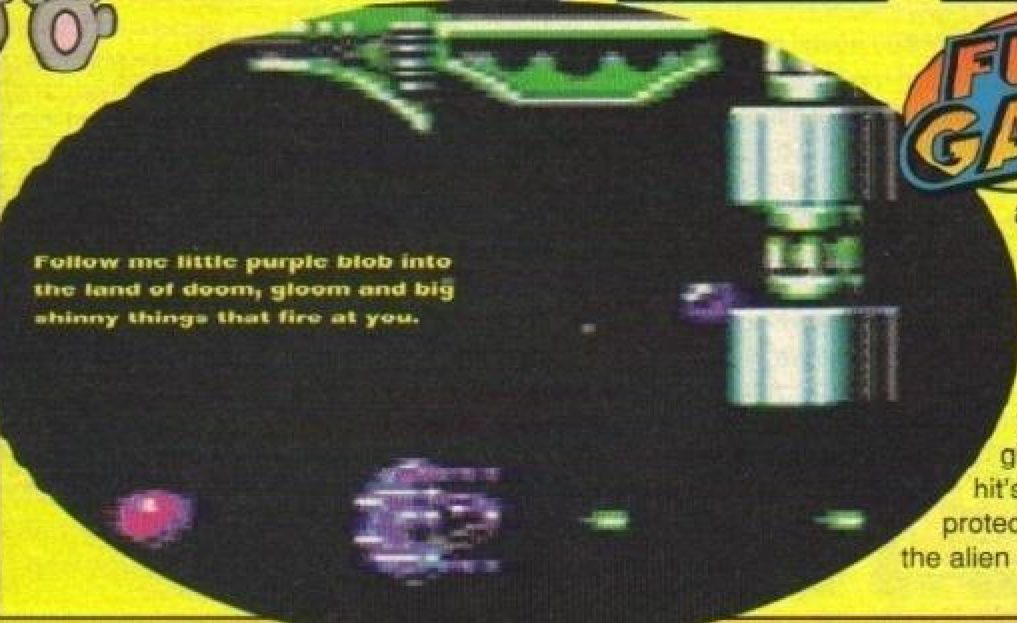


**Don't be silly I'll never be able to fit through there.**

There are loads of pick-ups to collect along the way. Purple spheres are one of the best. They circle around your ship and give you one-hit's worth of protection against the alien attackers (or protectors, 'cos I suppose they're only protecting themselves against us). The pick-ups that look like superstore security cameras give you an extra ship to play with, while eyes add two more lives to your total. Picking up one of the bombs will encourage everything in sight to self destruct immediately.

The huge end-of-level guardians have to be destroyed progressively, starting with their outer bits, then advancing through to have a go at their innards. And all the time you have to dodge the various nasties it fires your way (think Beadle, think Beadle).

It's rough, it's tough, and it gets rougher and tougher, a bit like an old chamois leather, I suppose.



**Follow me little purple blob into the land of doom, gloom and big shinny things that fire at you.**

---

*On the other hand we could just be making it all up – Ed

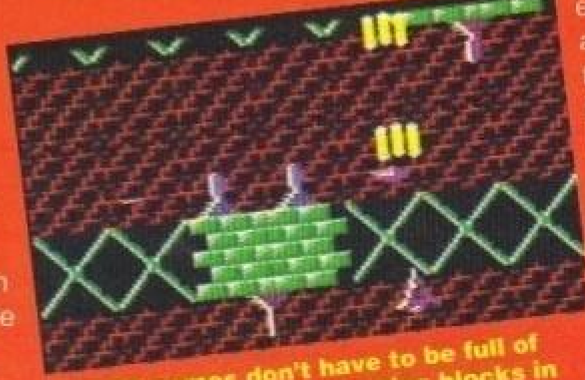
# DAEDALUS

FULL GAME

**Joystick Port 2**

*Daedalus* is on the Power Pack as an example of Andrew Smith's work, and darned funky it is too. Andrew has written an excellent feature for us this month (see page 47) on writing *Shoot-'Em-Up Construction Kit* games, of which this is a prime example. Load the game up when you've read the feature and see if he really does practice what he preaches.

It's a vertically-scrolling game, with plenty of enemies and loads of fire-power. Touch anything but free space with your ship and one of your lives says bye-bye forever. And there are plenty of bonus points to collect if you're the flash type that revels in getting huge scores to show off to your mates.



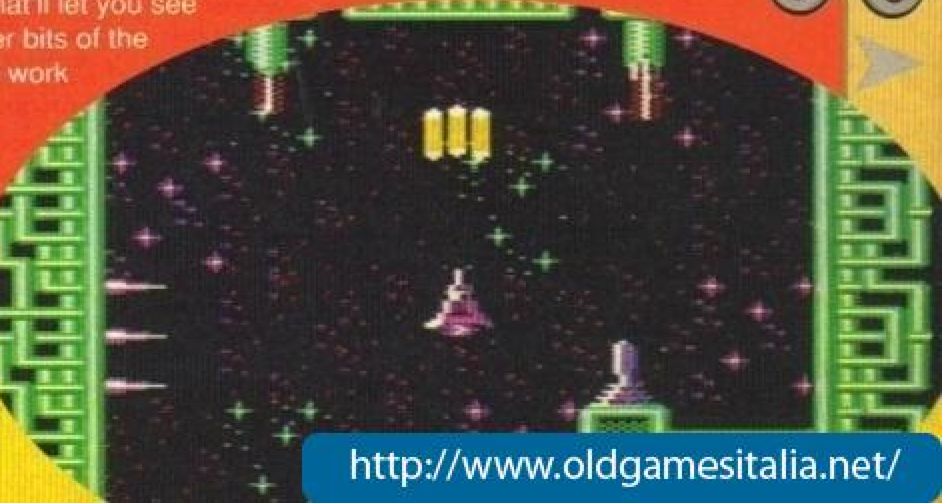
**SEUCK games don't have to be full of narrow corridors. Try putting blocks in the middle of an open area instead.**

By the way if you're having trouble getting off the first level and you've got an Action Replay Cart, here's a cheat (of sorts) that'll let you see the other bits of the game. (Actually, this should work with most *SEUCK* games.):

- Start the game and then press the freeze button on the AC cartridge.
- Press K to enter the sprite killer.
- Press C to select both.
- When the occurrences message appears, press any key to exit.
- Press F3 to restart the game.

You should now be invincible to bullets and squashing doors. You'll still have to avoid the scenery, though – we don't want to make things too easy. Oh yeah, the end-of-level guardians do eventually move out of the way. Just sit and wait for the screen to start scrolling again and fly straight through the big nasty things.

So pay attention while you're blasting and you might learn something.



**Mind them spikes. There's nothing more painful than impaling yourself on spikes.**

FULL UTILITY

**Keyboard only**

# MUSIC MAKER 64

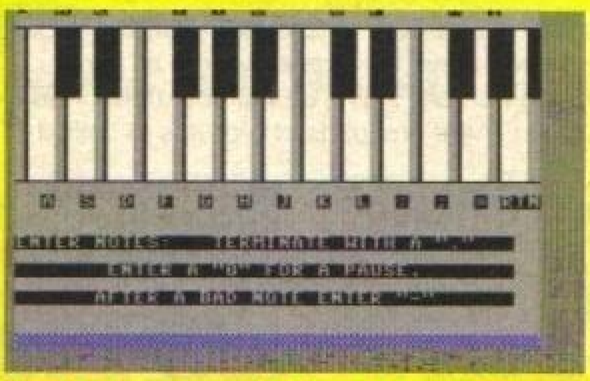
Ever fancied yourself as Jean-Michel Jarre? Then load up *Music Maker*, stick a mop on your head, eat some frogs' legs and away you go. Okay, *Music Maker* ain't exactly the latest synth technology but you can still compose some funky little numbers on it.

To write your masterpiece, enter 3 when the prompt appears after the intro screen. What you are presented with on screen is a piano keyboard, with each key represented by a letter or symbol on your 64's keyboard.

Enter notes via the keyboard typing '–' if you make a mistake and '0' to insert a pause. A full stop will end the song and you'll hear a playback of your creation.

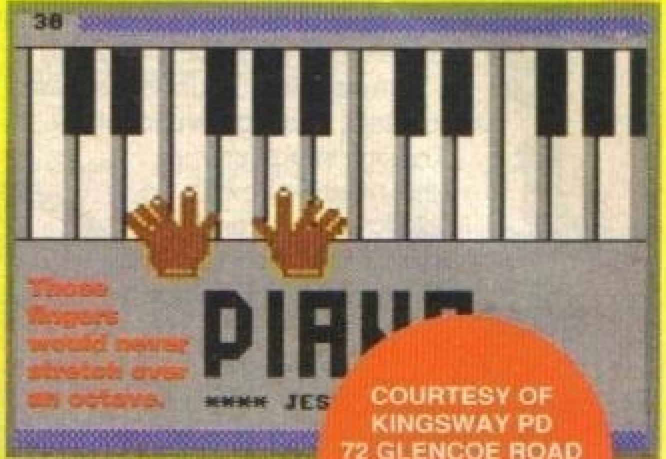
Enough of this wibble. The best way to learn is to go ahead and use it. Try this series of characters for size (*Clur chose the tune so blame her – Ed*):

```
H0G000DFGHJK:0L00L:LKH
FH0G000DFGHJK=0000=0;0
0:;:LKJL0K0000H0J0K0
<return>0=00:K0L0K
```



ENTER NOTES: TERMINATE WITH A "."
ENTER A "0" FOR A PAUSE.
AFTER A BAD NOTE ENTER "-"

Here's where you do all your composing. Each letter on your 64's keyboard represents a note on the piano keyboard.



Those fingers would never stretch over an octave.

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**Keyboard only**

FULL GAME

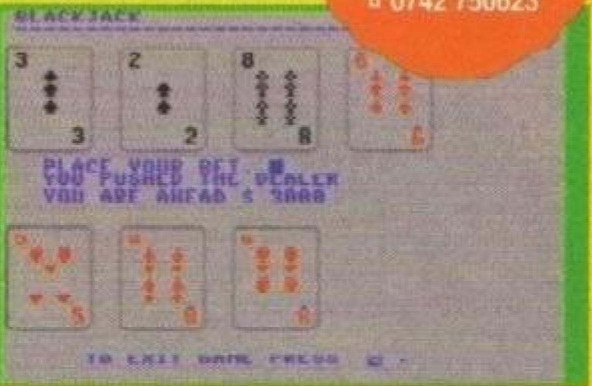
# BLACKJACK

Fancy a flutter but got no dosh? Then forget used matchsticks, and load up *Blackjack*. It's a card game in which you have to score as near to but not more than 21, while still beating the dealer's score.

Each card is worth its face value except picture cards, which count as 10 points, and aces which count as either 11 or one. There's a $25,000 house limit on bets; wager more and the program will crash out (which, let's face it, is better than being taken round the back of the casino by a couple of large burly men with some not-so decorative metal adorning their fingers). You can double your bet at any time during play, as long as you're in a position to take another card.

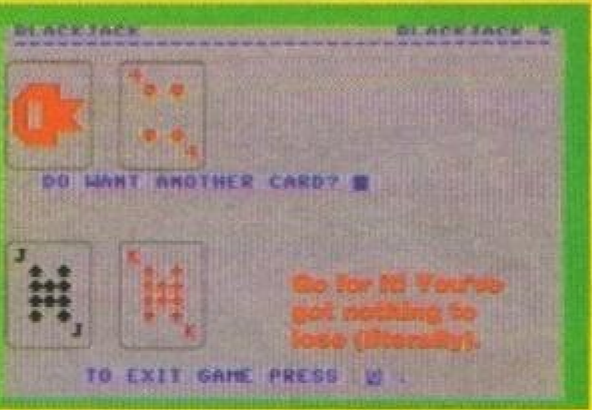
So, when you feel ready to risk, er, some money that you haven't really got anyway (but you'll soon find the 'what I could buy if this money was real' *Monopoly* effect beginning to sink in) hit D then RETURN. To start playing play hit 1 then RETURN. After the cards have been shuffled, enter your first bet – try $3,000 for starters. You're dealt two cards and on the basis of those two you have to decide whether to take another card or to stick. Enter Y and you're dealt another; enter N and it's the dealers turn.

If your score is more than 21 you lose; similarly if the dealer scores more than you he takes off with your dosh. Score more than him, though, or get a Blackjack (an ace and a picture card) and you get to keep your money and some of his too. (*Wait a sec! I know this as Pontoon! – Ed.*) Yep, it's also called Vingt–et-Un. So it's three games in one. What a barg!



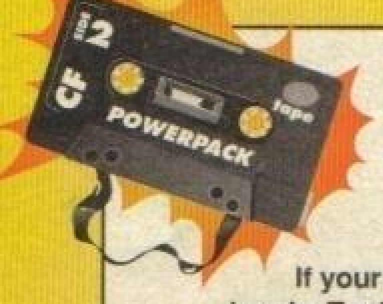
BLACKJACK
PLACE YOUR BET
YOU PUSHED THE DEALER
YOU ARE AHEAD $ 3000
TO EXIT GAME PRESS

The best thing to gamble on is a sure bet. Get *Commodore Format* each month and you're guaranteed a hefty return. (*Er, we're being metaphorical here, by the way – don't expect a fiver to drop out of the ish – Ed.*)



BLACKJACK
DO WANT ANOTHER CARD?
TO EXIT GAME PRESS

Go for it! You've got nothing to lose (literally).



## NO LOAD ZONE!

**If your tape isn't loading perhaps it's your tape heads. Try loading a few games that you know work then adjusting the head alignment screw. Still no good? Okay, it's probably the tape itself, then, in which case just pop it into a padded envelope along with an SAE, seal it up and send it to:**

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**Please don't send the dead tape to us here at *CF*. We don't have new tapes to send out, so it won't do you any good.**

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**Do you have a disk drive? Handy aren't they? If you want to use it as well as admire its gorgeous contours you can get copies of the Power Pack on disk.**

**To get the *CF*30 Power Pack on disk simply cut out the coupon from the inside of the tape inlay card. Write your name and address on a piece of paper and send it with a cheque (payable to Ablex Audio Video) or Postal Order for £1.50 (which covers the cost of duplication, postage and packaging) to:**

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### C64 GAMES

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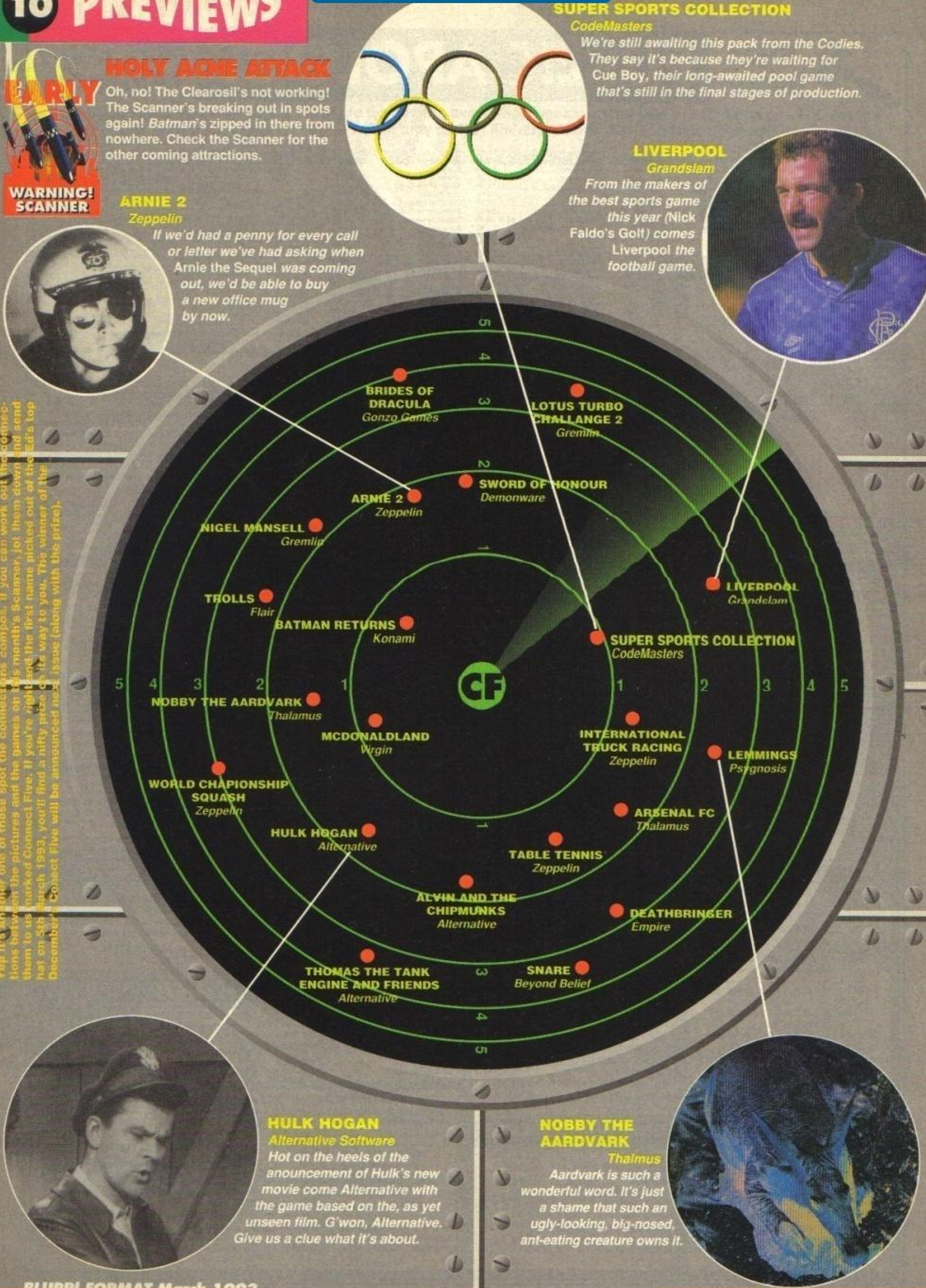
EARLY WARNING! SCANNER

## HOLY ACNE ATTACK

Oh, no! The Clearosil's not working! The Scanner's breaking out in spots again! *Batman*'s zipped in there from nowhere. Check the Scanner for the other coming attractions.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3
2
1
BRIDES OF DRACULA
Gonzo Games
LOTUS TURBO CHALLANGE 2
Gremlin
SWORD OF HONOUR
Demonware
ARNIE 2
Zeppelin
NIGEL MANSELL
Gremlin
TROLLS
Flair
BATMAN RETURNS
Konami
LIVERPOOL
Grandslam
SUPER SPORTS COLLECTION
CodeMasters
CF
5 4 3 2 1
1 2 3 4 5
NOBBY THE AARDVARK
Thalamus
MCDONALDLAND
Virgin
INTERNATIONAL TRUCK RACING
Zeppelin
LEMMINGS
Psygnosis
WORLD CHAPIONSHIP SQUASH
Zeppelin
HULK HOGAN
Alternative
ARSENAL FC
Thalamus
TABLE TENNIS
Zeppelin
ALVIN AND THE CHIPMUNKS
Alternative
DEATHBRINGER
Empire
THOMAS THE TANK ENGINE AND FRIENDS
Alternative
SNARE
Beyond Belief
1
3
4
5

**SUPER SPORTS COLLECTION**
*CodeMasters*
*We're still awaiting this pack from the Codies. They say it's because they're waiting for Cue Boy, their long-awaited pool game that's still in the final stages of production.*

**ARNIE 2**
*Zeppelin*
*If we'd had a penny for every call or letter we've had asking when* Arnie the Sequel *was coming out, we'd be able to buy a new office mug by now.*

**LIVERPOOL**
*Grandslam*
*From the makers of the best sports game this year (*Nick Faldo's Golf*) comes* Liverpool *the football game.*

Yep it's Another one of those spot the connections compos. If you can work out the connections between the pictures and the games on this month's Scanner, jot them down and send them to us marked Connect Five. If you're right and the first name picked out of the Ed's top hat on 5th March 1993, you'll find a nifty prize on its way to you. The winner of the December's Connect Five will be announced next issue (along with the prize).

**HULK HOGAN**
*Alternative Software*
*Hot on the heels of the announcement of Hulk's new movie come Alternative with the game based on the, as yet unseen film. G'won, Alternative. Give us a clue what it's about.*

**NOBBY THE AARDVARK**
*Thalmus*
*Aardvark is such a wonderful word. It's just a shame that such an ugly-looking, big-nosed, ant-eating creature owns it.*

**"Holy guacamole gameplay Batman. Why does this strange collection of people congregate on page 11 (or thereabouts) every month?"**
**"I don't know Robin, but my bat senses tell me that we are going to find out. Soon"**
**"Sooner than you think, batbrain! Haaaahaaaa!"**

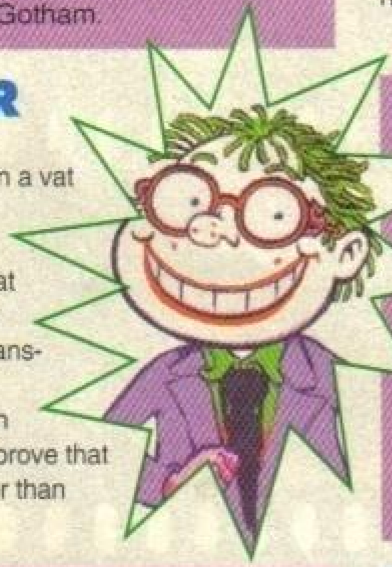
# POWERPLAY

## THE RIDDLER

"Imagine if you will two men stranded on a sinking ship. They have three cigarettes between them, but no one has any matches. How do they get a smoke?" * Trenton Webb, once a mild-mannered turf accountant plays with the minds of the good people of the city. His favourite rhyme is always the one you solve just too late.

## CATWOMAN

Flung out of a 24th story window by her evil employer Max Shreck. Clur Hodgson survived, her fall cushioned by kitties. She vowed revenge on those who had dared stand in her way (men, basically). As Catwoman, with her whip at the ready, she plots to destroy the male population of Gotham.



## THE JOKER

Heinous villain Roger Frames was dropped in a vat of acid by our caped hero while attempting to destroy evidence that could put him away for good. The acid bath transformed the prankster into a giggling madman whose aim in life is to prove that the Batman is no better than any street criminal.

## MR FREEZE

Picture the scene: two people in love, one a cryogenics expert, the other his guinea pig. Andy and Veronica Roberts, one moment happily married, the next moment she takes her last breath. Mr Roberts, broken-hearted, trashes the lab. The reactor blows. Bam! Gentle scientist transformed into a cold-blooded psychopath.

## BATMAN

In Gotham City, a child orphaned by a killer's gun sharpened his mind and body to a keen razor's edge. Ollie Alderton became the Dark Knight and with a swish of his cape and a tweak of his ears he protects people of Gotham from the terrors of the night.

## ROBIN

Lisa Nichols was abandoned when her parents died in a terrible trapeze accident. She was adopted by millionaire Ollie Alderton, little knowing that he was none other than the Dark Knight. When she discovered his secret, she put on her dad's old circus costume and convinced him he really needed a Day-glo sidekick with a silly name.

## PENGUIN

Dave Golder was flushed down the bog when his parents were repulsed by the flightless birdiness of their first born child. Unfortunately for the people of Gotham he survived, bought up by the penguins (that's BY penguins, not ON them), that became his only source of companionship. Apart from, of course, the Red Triangle Gang (and they're paid).

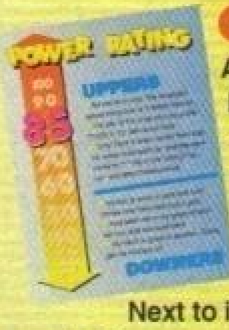
## THE BAT COMPUTER

Batman, too often for his own comfort, is a highly emotional superhero, though he does hide it well. To combat any emotional loopholes that might appear in his plans, he built the Bat computer. From a huge mighty brain he constructed an intelligent sentient machine linked to every major data bank in the dark city of Gotham and beyond.

## Bits'n'Bobs

Okay, so *CF*'s review system isn't complicated. But, just for the record, here's how it works (in case you've suddenly lost your senses, or are in detention on the last Wednesday before a new copy of *CF* and you've read everything else in the old one).

We tell you exactly what we reckon are the good and bad points of each game. Easier than falling off a very slippy log.



### CF RATINGS

Also dead simple are these box-type thingies. They're at the end of every review and show you at-a-glance what the most important positive and negative factors about the game are.

Next to it is a percentage rating mark. 90 per cent or more means that the game is officially a Corker, and we don't give that prize away to any old trash.

It's a Corker!

It also means that if you don't rush out down to your local software store and hand over your dosh immediately, all your friends will talk about you in the most uncomplimentary terms behind your back. Such is life.

### GAME ICONS

Weird things these. We inherited them from editors past and we liked them so they stayed. Well, to tell the truth, we couldn't think of anything better. Any ideas?

**FACE** – Number of players. One face – one player; two faces – multi-player. See, easy peasy.

**KEYBOARD/JOYSTICK** – Control mechanisms. Important to know if you don't have a joystick

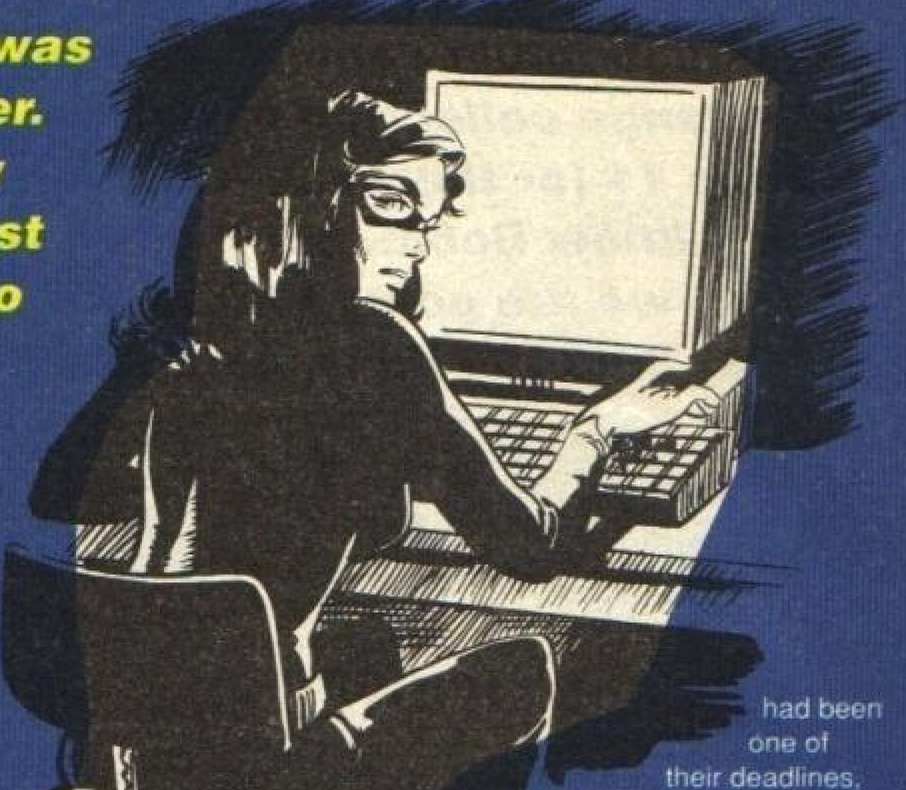
**MOUNTAINS** – She'll be coming round the difficulty levels when she comes.

**OCTOPUS** – Eight-legged squidgy things with suckers signals a dreaded multiload.

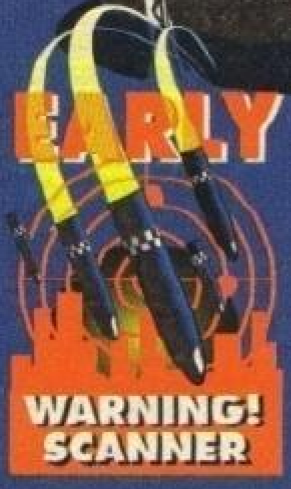
**GOALIE'S SHIRT** – What do goalies do? Yep, a shirt means there's a save option.

**BLOCKS** – Not the blocks that baby's always stick in their mouths but an indication of a hi-score table

**On the big screen, Batman Returns was one of the most successful films ever. Now the Dark Knight of Gotham City returns, this time on the C64, and just like the movie, the game looks set to be a blistering batblockbuster of a release. CF sent secret agent Kittyhawk on a special assignment to check out how the game's shaping up.**



# BATMAN™ RETURNS



**B**atman owes a lot to Bram Stoker. If Bram hadn't completely ruined the bat's public image by writing *Dracula*, then there's no way the image of a squeaky little rodent would strike fear into the hearts of hardened criminals. After all, they're only mice with wings – it's like being scared of flying guinea pigs or airborne hamsters.

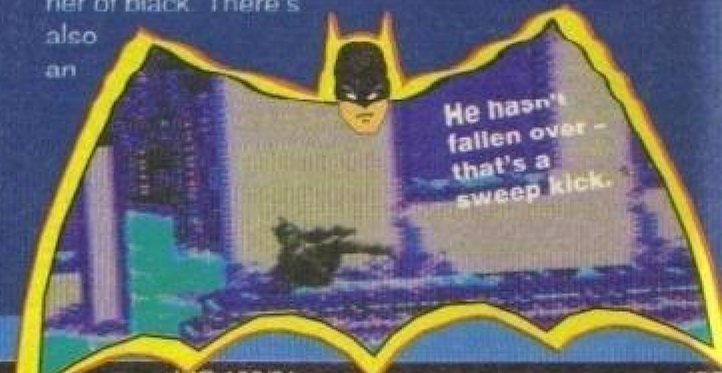
Just because one pretty remote branch of the bat family prefers blood to licking the slime off cave walls, Bram blews the whole affair out of proportion and suddenly bats became the Hannibal Lecters of the small furry mammal world. I suppose it it might have something to do with the fact that they hang around spooky buildings a lot as well.

It was pretty spooky the other night when I went to case Denton Design's joint. The air was damp against my skin. Inky black clouds covered the sky, apart from in a few spots where moonlight broke through and struck the ground like frozen lightning. It was not a pleasant night and if the game I was investigating had been anything less than *Batman Returns* I would have turned down he assignment.

Finally everybody left the offices and I entered through a skylight. The day before had been one of their deadlines, so there was a first level demo just lying around. What I discovered made the effort of braving the elements worthwhile.

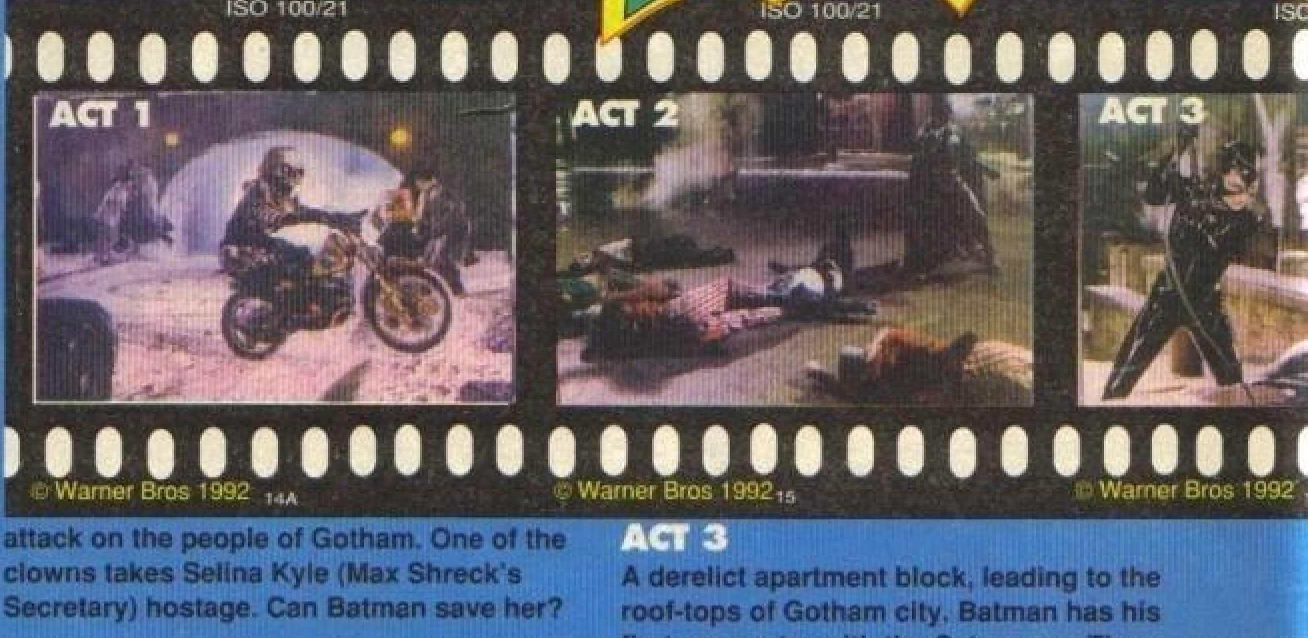
There were no enemies yet on the demo, but there was a controllable Batman sprite. What stood out more than anything else was the smooth animation of the main sprite as it performed a bewildering range of moves, the most impressive being a low sweep kick – great for tripping up the odd penguin.

When Batman jumps, to climb on to ledges or avoid enemies, his cape billows realistically, drifting down to cocoon the crusader in a barrier of black. There's also an



He hasn't fallen over – that's a sweep kick.

## BATMAN™ RETURNS – THE PLOT



### STARRING

The Dark Knight, Catwoman, The Penguin, The Ice Princess and a poodle named Kip. (If you've seen the movie, then you'll probably have a pretty good idea of what's going to happen 'cos the game follows the plot pretty closely. And if you haven't seen the movie, go rent the video *NOW* – it's brill'!)

### ACT 1

Gotham Plaza, Christmas time. The tree-lighting ceremony is about to take place. The Red Triangle Circus Gang launches its attack on the people of Gotham. One of the clowns takes Selina Kyle (Max Shreck's Secretary) hostage. Can Batman save her?

### ACT 2

Gotham Plaza after the attack. Mess and mayhem everywhere. Enter the Penguin, floating on his umbrella and dropping bombs on Batman. A yapping poodle and strongman prove to be a real nuisance – or is it a strong poodle and yapping man?

### ACT 3

A derelict apartment block, leading to the roof-tops of Gotham city. Batman has his first encounter with the Catwoman. They battle across the roof-tops, leaping from precarious ledge to precarious ledge. Do they jump or are they pushed?

### ACT 4

Again the roof-tops of Gotham. The Ice Princess has been kidnapped by the

## MY, WHAT A WEAPON!

Lifted straight from the film, all these Batweapons (and Catweapons and Penguin-weapons, for that matter) will make an appearance in the final game:

**BATDISCS** – Lethal spinning metallic disks that are ejected from openings on each side of the Batmobile.

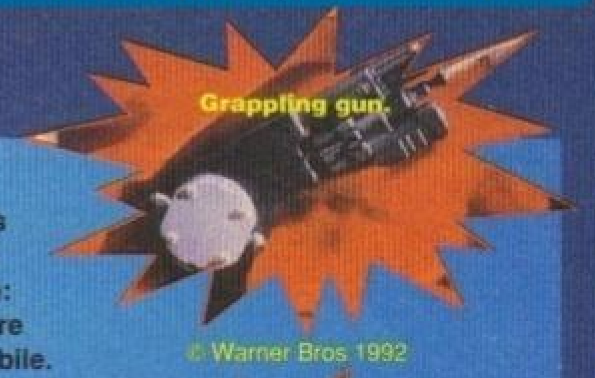
**BATARANG** – A weapon based on the aboriginal boomerang. In *Batman Returns* the Batarang was equipped with a computer targeting screen, enabling Batman to make sure it hit its intended victim, and returns, every time (that's the theory, anyway).

**GRAPPLING GUN** – A handy gun that doesn't fire bullets, but instead blasts out at very high speeds a grappling hook attached to a wire. With it Batman can climb up even the sheerest of walls.

**BATWINGS** – A gliding attachment to Batman's suit, which provides unpowered escape from dangerously high places.

WHIP – An ancient but vicious weapon, the whip, in the hands of the Catwoman, is a force to be reckoned with.

**UMBRELLAS** – Most of the Penguin's weapons come in the form of umbrellas. They can be filed to a deadly spike or blast out flames, bullets, gas pellets or other things that won't do you any good.



Grappling gun.

© Warner Bros 1992

Catwoman's whip.

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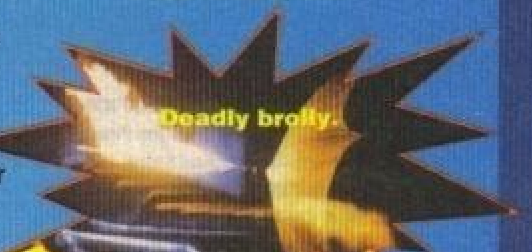
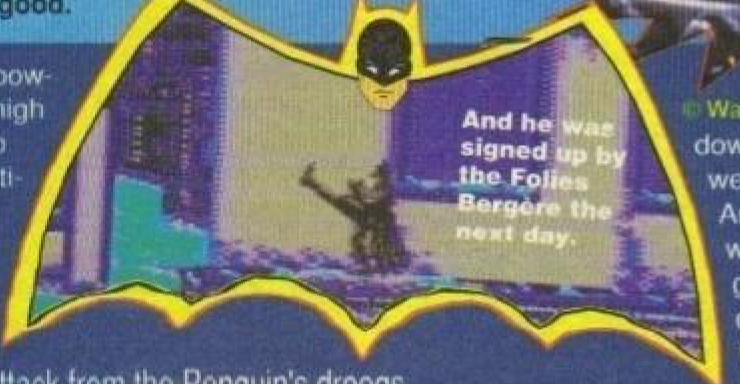


Deadly brolly.



And he was signed up by the Folies Bergère the next day.

© Warner Bros 1992

impressively powerful-looking high kick (good job his suit's elasticated) and one hell of a right hook for him to defend himself against attack from the Penguin's droogs.

Most of the attack moves are kicks or punches, the only real weapons available on the demo I saw were chuckable bat-disks, so it looks like instead of being a bog standard shoot-em-up this license is going to be a platform type beat-'em-up.

You know how folders marked 'Highly Confidential' just pop open, then your hand-scanner falls out of your pocket and sweeps down the page? No? Oh well it must be me... Anyway, that's exactly what happened and, gosh, there I was suddenly in possession of the game's storyline. Lucky me. It appears to keep pretty close to the film (but thankfully not quite as confusing). Level one starts off in the very Gothic-looking Gotham City Plaza at Christmas time and the game takes you all the way through to the Penguin's lair.

The documentation I scanned mentioned loads of pick-ups to collect on the way, including a set of batwings. I'd love to get hold of some of Batty's wonderful toys. A set of gliding wings would make my life so easy, and what I could do with a double-edged grappling gun would make your toes curl.

I also came across the original sprite sequences for *Batman Returns* and some early versions of that extraordinarily feline Catwoman, which were all designed on the Amiga. Talking of Catwoman, a little smudged lipstick is acceptable, you could even get away with a broken fingernail in dire circumstances. But to run around with your outfit in tatters and then to try and pass yourself off as a sex goddess. Well, it's really not on. (*Do I detect a touch of jealousy there, Kitty? – Ed.*)

Before I could search further, a security guard's torch flashed through the window. I switched off the desk lamp as quickly as I could and curled under Roy's desk. As soon as the guard had left, I made my escape.

Riding back to *CF* on my Hawkcycle (*nice try, but it doesn't quite have the same ring as Batcycle, does it – Ed*) the dark started to close in on me. Usually I like the feeling of freedom and anonymity the night brings, but that night the sheer density of the darkness was making me feel claustrophobic. I wonder if Gotham's like this? No wonder Batman's got such an attitude problem.

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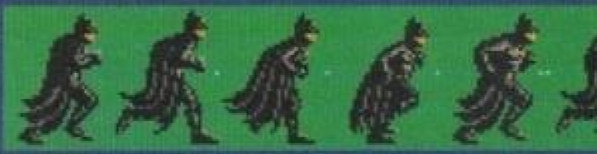

AGENT KITTYHAWK

ASSIGNMENT:
BATMAN RETURNS
MISSION:
KONAMI
BRIEF:

ETA MID MARCH
PRICE TBA

CODE: 081 832 6633

100/21
ISO 100/21
ISO 100/21
ISO 100/21
ACT 4
ACT 5, SCENE 1
ACT 5, SCENE 3
TM
16
14A
15

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Penguin and is being attacked by a flock of bats. Batman eventually sees off the bats only for the police to enter the scene, accusing him of kidnapping. Oh yeah, and to make matters worse, Batty bumps into yet more clowns and Catwoman (who's in a dead bad mood after their last meeting).

### ACT 5, SCENE ONE

The circus train. The organ grinder is on the foot plate (and he doesn't drive too well). Batman's objective is to rescue the children from the train. Cue some traditional western train-leaping, bridge-ducking, hanging-off-of-the-side-of-the-carriages-type fun.

### SCENE TWO

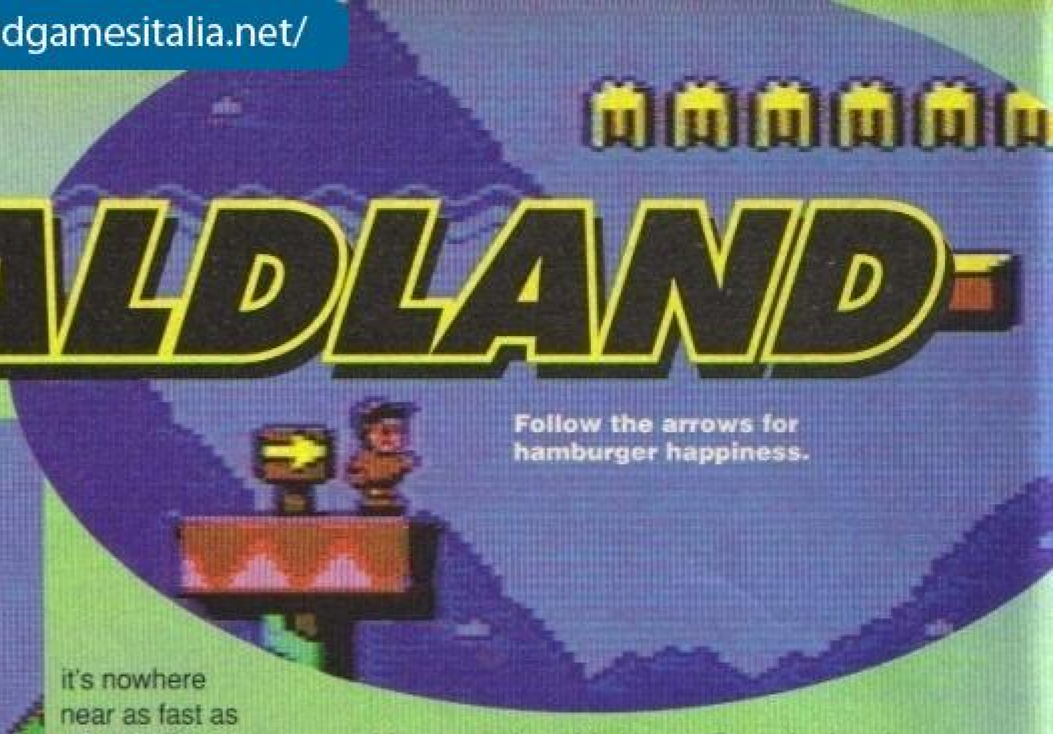
The sewers leading to the Penguin's lair. Batman must reach the lair without landing in the hazardous, noxious toxic goo squelching through the pipes – have you got any idea how tough it is to get stains out of those tights? Oh yeah, and some nutter-killer-robot-penguins are out to get the caped crusader by firing nasty rockets at him!

### SCENE THREE

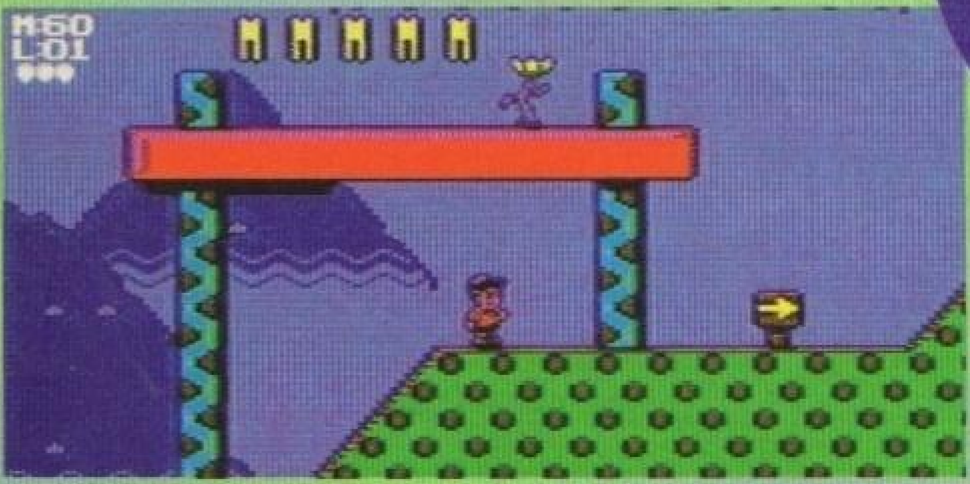
The Penguin's lair. Catwoman and Shreck are discussing loyalty. Should Batman save Shreck's life? Who is that masked Penguin in a big yellow duck? Wouldn't it be a good idea for Batman to jump clear of those huge melting icicles? We're not giving you any clues.

Batman™ Returns stills © Warner Bros 1992

# McDONALDLAND



Follow the arrows for hamburger happiness.



Collect the golden M's but avoid the purple people eater. That platform looks high but Mack can jump higher than a kangaroo on a water bed.

No time to eat, so gimme Big Mac, fries to go. Well, to tell the truth I would have preferred a pizza. Actually there's a little Mexican take-away just around the corner from Virgin's test bay where you can get two chicken burritos with a portion of re-fried beans for £2.50. But there's no denying that the Big Mac must be the most popular snack gap-filler in the world. Even the Russians have got 'em now!

Now, your mum might have told you not to play with your food, but that's exactly what you'll be doing with *McDonaldland*. One of my more reliable contacts had tipped me off that a big, and pretty weird licensing deal was going down, and it turned out that Virgin had signed on the dotted line to produce a game based on the burger.

So it was time to get out the trusty silent-suction pads once more and do some nocturnal hanging about at Virgin's HQ. (*Sounds like we're back to* Batman *again – Ed.*) I rapidly located a demo of the first level and whammed it in the nearest disk drive.

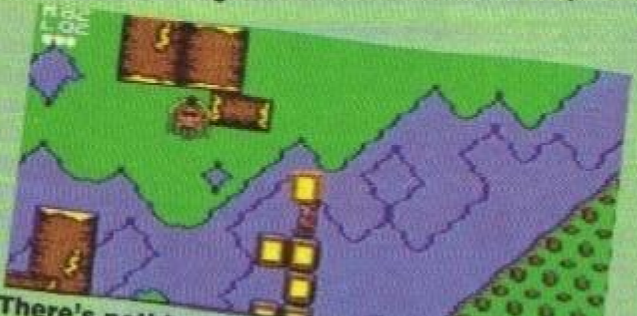
The game stars a couple of young Americans named Mick and Mack. Originally the game was called the *MC Kids*, but Virgin obviously decided it sounded too much like a Rave DJ simulator so they changed it to *McDonaldLand* and put an ever so subtle big yellow M on the box, just to make sure that you got the message.

The first thing that struck me on loading the game was the Mario-ness of the thing. A small character jumps from platform to platform collecting shiny gold M's. High jumps from the sprites and tiny platforms add to the Mario-ness, although it's nowhere near as fast as the console classic.

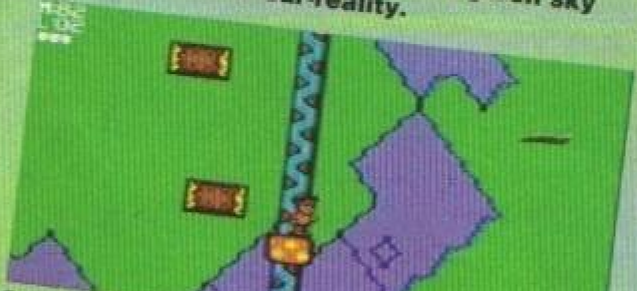
I only had the time to see the first world. According to the notes alongside the disk there are seven worlds in total. Each world has from three to six levels, and there are 35 levels in all, so it looks like it's going to be a bit of a whopper. Apparently, once you've played them all the right way round you can go through them all again, but this time with every thing turned upside down. Or, to look at it another way, the right way around if you're dangling precariously from three suction pads attached to the ceiling.

Weirder and weirder. It says here that *McDonaldLand* was originally developed in consultation with a developmental psychologist, Frank Manis PhD. Quite what he's brought to the game is anybody's guess. Hopefully it doesn't mean there's a Rorschach test or a word association sub game in there. We'll have to wait until next month and see what the experts think on that front.

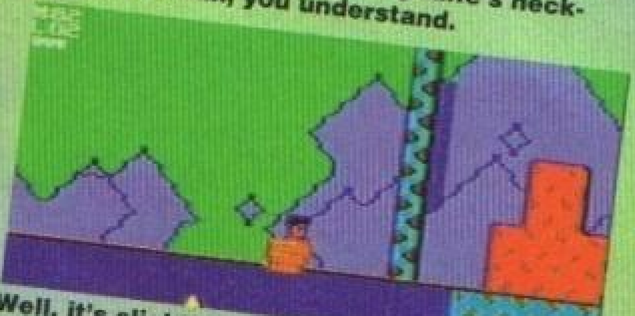
Thinking about all that food was making my stomach rumble so I thought I'd better make a quick exit before somebody heard me.



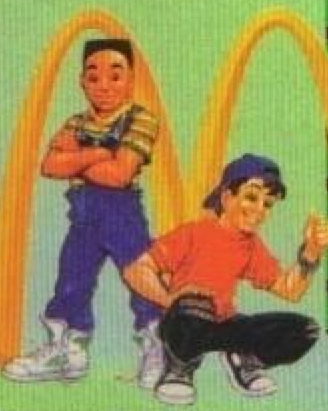
There's nothing like blue trees and green sky to add that touch of sur-reality.

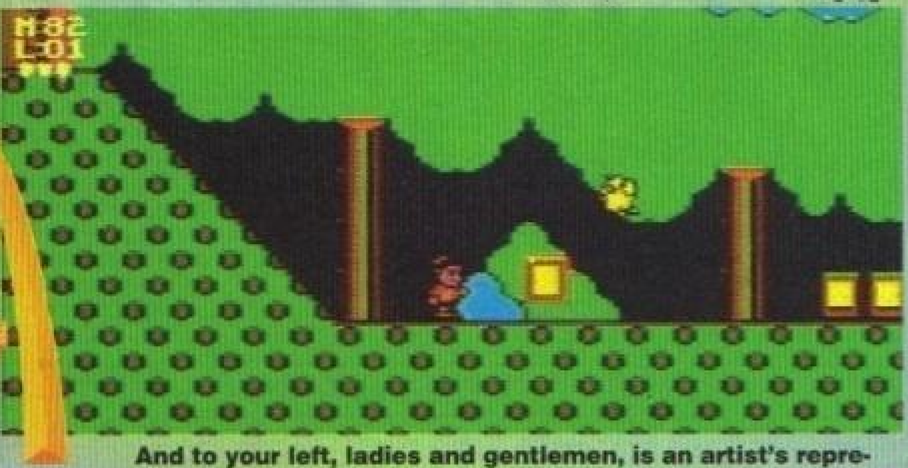


Catching a lift on a turquoise giraffe's neck-lace – just for fun, you understand.

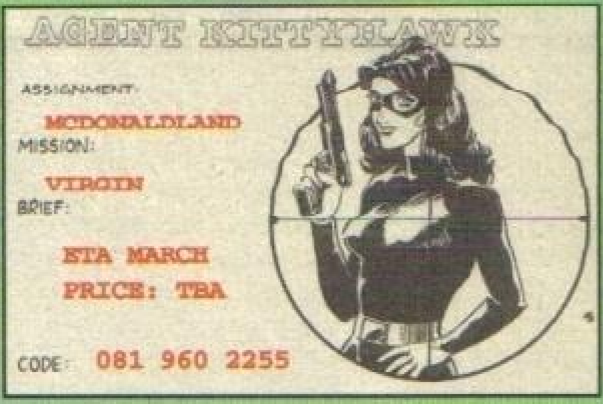


Well, it's slightly more sensible than going to sea in a sieve, I suppose.





And to your left, ladies and gentlemen, is an artist's representation of the lads. Typical American nice guys (or brats)?



AGENT KITTYHAWK

ASSIGNMENT:
MCDONALDLAND
MISSION:
VIRGIN
BRIEF:
ETA MARCH
PRICE: TBA
CODE: 081 960 2255

## TODAY WE LOOK AT THE LETTER M

**M** IS FOR MARGARINE. Some people can't believe it's not butter, but nothing's better on a hot crumpet than a knob of Lurpack.

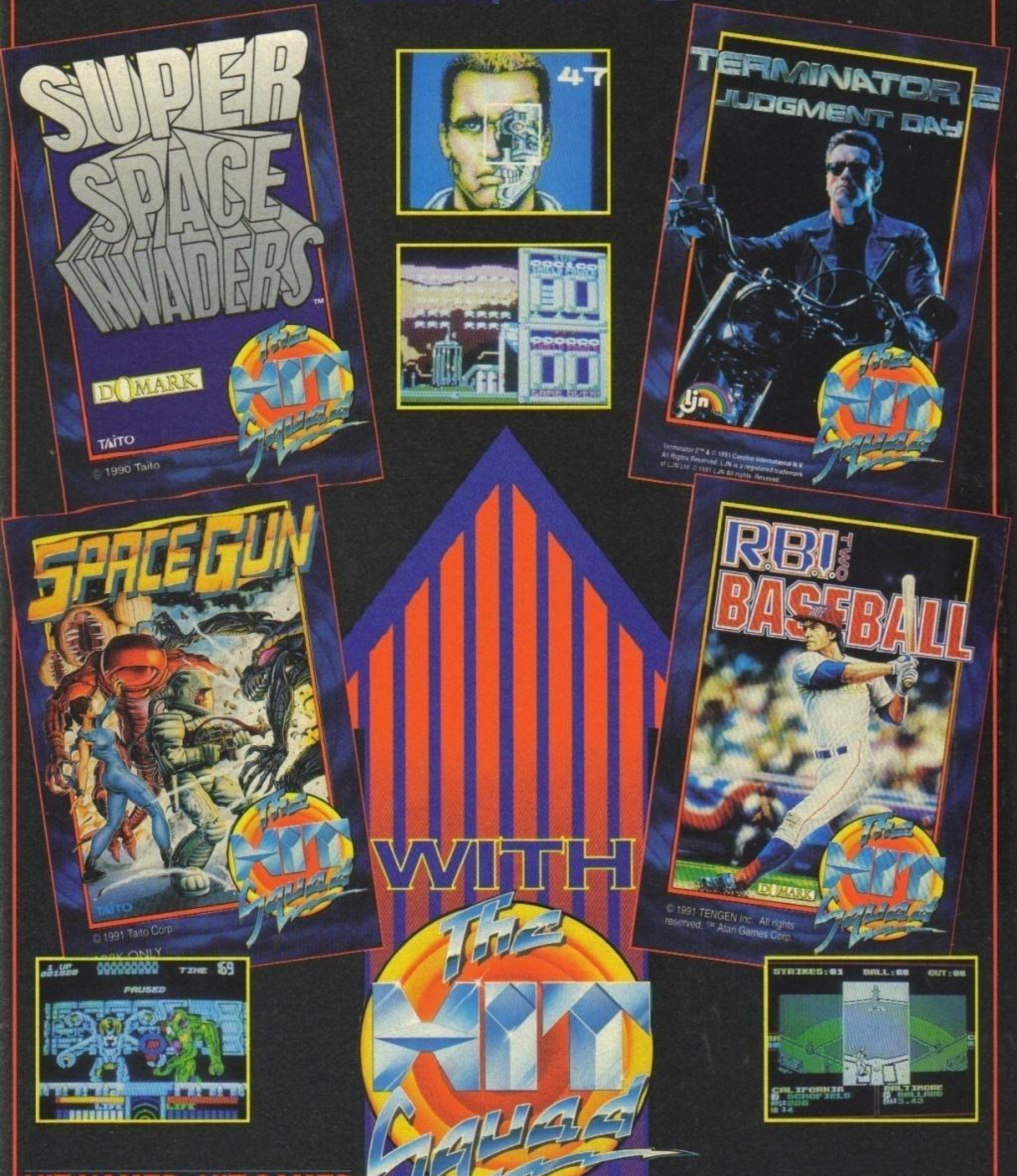
**M** IS FOR MACARONI. Yankie doodle dandy put a feather in his hat and called it macaroni, mainly because it rhymed with pony and not because it tasted dead spiff' with a cheese and wine sauce.

**M** IS FOR MOULDY. What happens to clementines you bought three months ago and forget about until you clear out the cupboard.

**M** IS FOR MACHIAVELLIAN, which means relating to the alleged political principles of the infamous Florentine statesman Machiavelli. Or to put it another way, a cunning, amoral and opportunist person.

**M** IS FOR ME. That's you that is, or is it me. There's a good chance it's him over there. But it's definitely not Julie Andrews, that's for sure.

# AIM ONLY FOR THE TOP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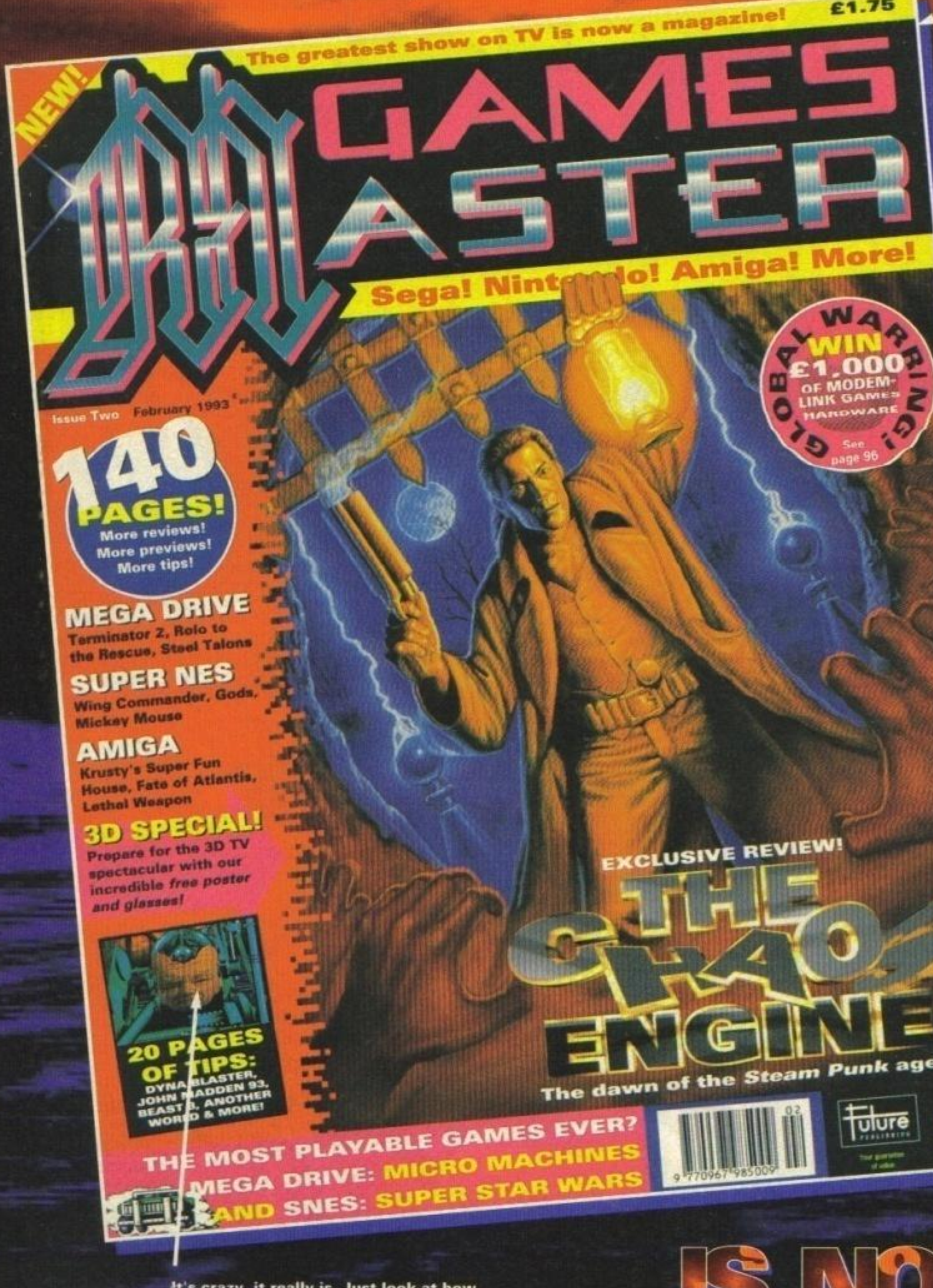
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More previews!
More tips!
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SUPER NES
Wing Commander, Gods, Mickey Mouse
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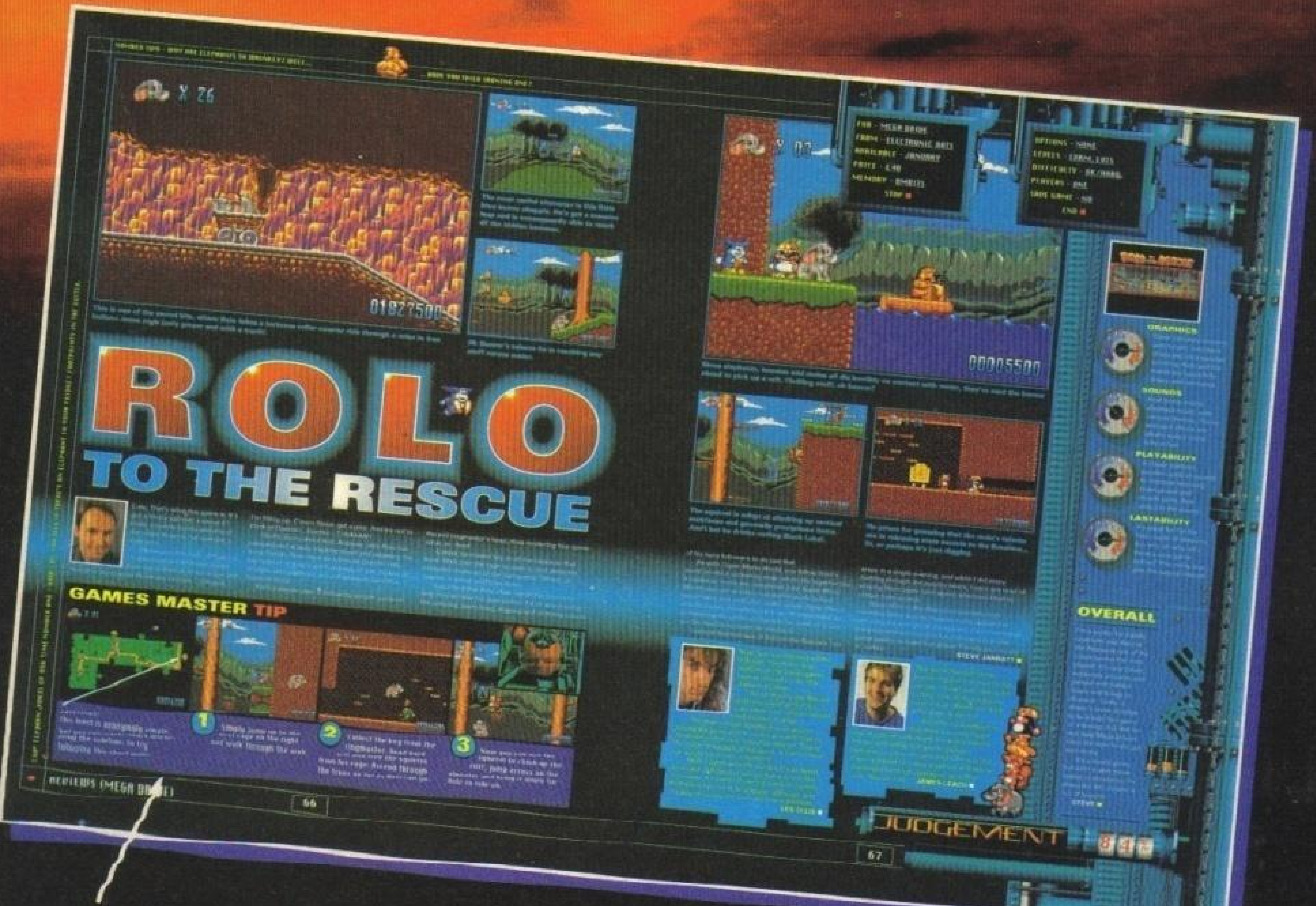
The dawn of the Steam Punk age?
THE MOST PLAYABLE GAMES EVER?
MEGA DRIVE: MICRO MACHINES
AND SNES: SUPER STAR WARS
Future
CHANNEL FOUR TELEVISION

Included with issue two you'll find an immensely pleasant and very high quality 3D feature. There's a poster, complete with several 3D images, and, of course, the glasses to go with them. These glasses also tie in neatly with a forthcoming 3D feature to appear on the GamesMaster TV programme, thus cementing the already strong link between the popular show and the magazine.

It's crazy, it really is. Just look at how much has been crammed into this already over-large magazine. All the news from the entire industry, as well as the best in reviews, previews and of course numerous appearances by that self-styled wizard of the code, the GamesMaster. There's so much going on, it'll make your nose bleed.

# ...IS NOW ON PAPER!



REVIEWS (MEGA DRIVE)

ROLO TO THE RESCUE

GAMES MASTER TIP

GRAPHICS

SOUNDS

PLAYABILITY

LASTABILITY

OVERALL

JUDGEMENT

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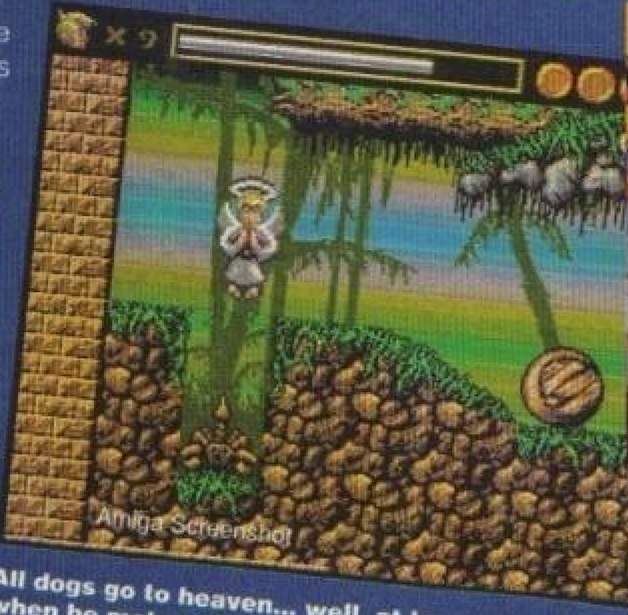
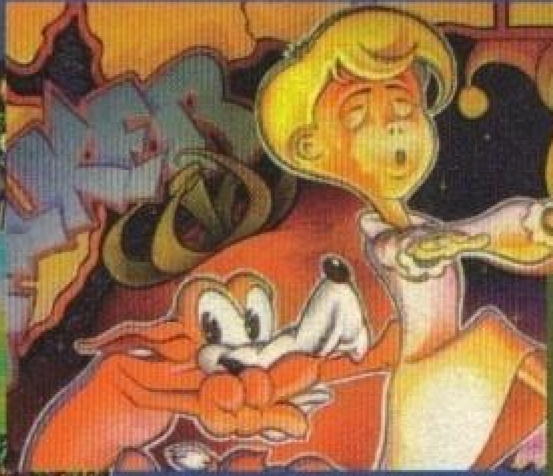
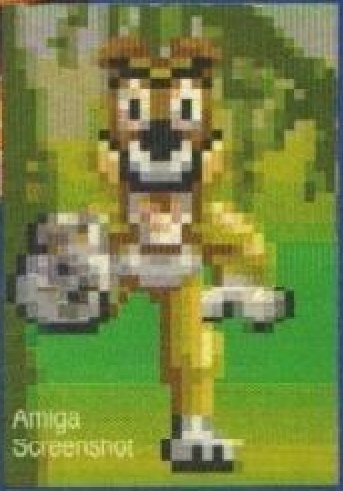
# SLEEPWALKER



All dogs go to heaven... well, at least Ralph does when he makes one of those fatal little slipettes. You know the kind – one minute you're standing there minding your own master and...



Ralph has to guide Lee around the place with shoves, but no shocks. The box art shows the predicament that man's best friend finds himself in!

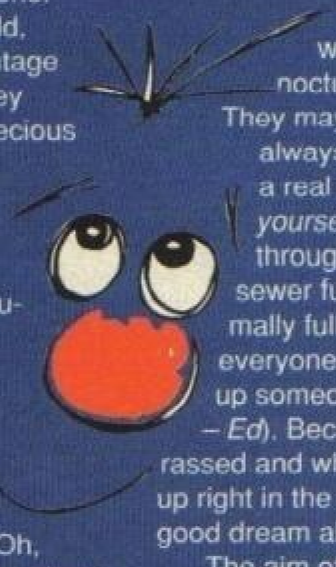


This is Ralph (right), the real hero of *Sleepwalker*. He's charged with looking after his sleeping master in all manner of hazardous situations. It's a dog's life, as they say!

For the fourth time in as many years it's time to let your hair down and get it all shaved off for charity. Yep, Red Nose day will be here again on the March 12th. In a bid to raise even more cash for the charity than last year, Comic Relief have teamed up with Ocean to produce a computer game named *SleepWalker*. The idea is that you get someone to sponsor you to play, and you give all the dosh you make to Comic Relief. And they in turn give the money to people who have never seen a computer let alone spent hours playing games on one.

For each copy of *SleepWalker* sold, Ocean have pledged to give a percentage of their profits to the charity. And if they can afford to give up some of their precious profits on a major launch, then I'm sure you can find it in your hearts to go to Woollies and spend 70p on a tomato nose for yourself.

*SleepWalker* the game stars a couple of characters called Ralph and Lee. Ralph is Lee's best friend and so when one evening Lee starts to walk in his sleep out of an open bedroom window, Ralph takes it upon himself to save his friend from all the perils of the city at night. Oh, didn't I tell you? Ralph is Lee's pet dog (don't ask me what breed – all I know is that his coat is a nasty shade of yellow).



There's one other thing to tell you about Ralph – he's a toon, which means that none of the nocturnal hazards can harm him. They may slow him down a bit but he'll always get up again. Lee, however is a real as you and me, (*speak for yourself, Kitty – Ed*) and if he falls through a roof light, or walks into a sewer full of er, what sewers are normally full of, he will wake up. And as everyone knows, you should never wake up someone who's sleep walking. (*Why? – Ed*). Because they get dead embarrassed and whinge about you waking them up right in the middle of that really good dream about Winnona Ryder.

The aim of the game is to get Lee safely back to his bedroom while he's still in the land of nod (*is this geographically possible? – Ian*). To do this you'll have to shut sewer portholes, fall through ceiling lights and form doggy bridges across precarious divides using Ralph's paws. If Lee's sleep is disturbed by long drops or splashes of water, he wakes up just a little bit. If he wakes up completely you lose a life and have to start all over again.

*Sleepwalker* looks set to be a great game, and worth buying just because it'll be fun to play, not just because it's a charity effort. Let's face it, if *Sleepwalker* lives up to its promise, then you'll want to play the game over and over again – which is more than can be said for that Right Said Fred song!

The Red Devils Parachute Display team perform their world famous floor show. What do you mean it's not very dangerous? This is for charity you know!

## BE PHILANTHROPIC

**Why should you give Comic Relief your hard-earned dosh?**

- **This year's tomato(e? – Dan Q) noses are dead spiffy.**
- **Of the money that Comic Relief raises, one third will go to help British people and two thirds will go to projects in Africa.**
- **Only one quarter of the money that goes to Africa is spent on emergency aid. The rest of the money is invested in helping the people there help themselves.**
- **It's a really good excuse to do something particularly stupid without your Mum telling you to stop being so stupid – it's for charity y'know.**
- **You don't need those new, dead expensive trainers as much as some people need their next meal.**

Thanks to his cunning dog disguise Karate Ken manages to get within barking distance of 'TV's famous' Lenny Henry. Expect to see him in full effect on Red Nose day.

AGENT KITTYHAWK.

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ANDY ROBERTS'

# Gamebusters

No game is unbustable, no code is uncrackable to the Gamebusters. So if you're looking for the coolest collection of the hottest C64 tips, cheats and POKEs anywhere you've come to the right place.

## TIP DIP BONANZA BROS

**US Gold**

According to Hasse Hansen, if you press 'N' and then any number you'll warp straight to that level. Or, to jump straight to the bonus level, press 'N' and '+'. Lorne Greene just wouldn't approve.

## TIP DIP DEMON BLUE

**Microvalue**

It's your friend and mine Richard 'The Rich' Beckett again, this time with a mega-solution for this entertaining arcade romp. From the start: R • U • R • R • R • D • L • L • collect KEY • R • R • R • R • U • U • U • U • U • L • L • D • D • collect ENERGY • U • R (walk through the wall) • collect KEY • L • L • L • U • R • R • U • R • L (top platform) • collect ENERGY • L • U • R • R • collect KEY • L • L • L • L (jump to walk through middle wall) • L (jump through wall again) • D • R • R (through wall) • collect KEY • L • L • D • D • D • collect ENERGY • U • collect KEY • D • R • collect KEY • D • D • R • R • R • R • R • U • U • U • R • D • collect ENERGY • R • U • use fast speed right off the middle wall to land safely • U • L • R (top of screen) • U • L • L • collect KEY • R • R • U • U • L • D • collect KEY • L • U • L (through wall) • then enter the door to complete the game.

## TIP DIP SPACE CRUSADE

**Gremlin**

What?! Still hungry for level codes? As luck would have it, a fine chap by the name of Daniel Drune has sent in this handy batch. Simply select your team and then enter any of the following codes on the 'Load Chapter' screen. All codes give you the rank of Captain Senioris, with four honour badges.

B906D9B8B54
AFF767738B3
B984D9F89F4
0C52A3922A9
3AC2FA9C16C
285BE8570EB
44A86C8462D

## TIP DIP SCEPTRE OF BAGHDAD

**Power Pack 27**

Having trouble with this neat little demo-ette? Here's Richard Beckett to show you how it's done. From the start: rub the HANKY on the LAMP for some messages • L • L • L • up the steps • R • collect CARPET • L • enter door • L • L • L • then stand on the 'Air Baghdad' platform and use the magic flying carpet to complete the demo.

## TIP DIP FRANKENSTEIN

**Zeppelin**

Yet another superb solution courtesy of good old Richard Beckett. Does this guy ever find time to sleep? Apparently not. From the start: L • L • U • R • collect BODY • D • L • L • L • L • U • U • R • U • U • U • R • U • R • R • U • U to LAB • R • R • R • R • R • R • D • D • L • L • L • collect BODY • R • R • R • U • U • L • L • L • L • L • L • L • L • L • L • L • U • U • R • U • U • U • R • U • R • R • U • U • to LAB • R • R • R • R • R • R • R • R • R • R • R • collect BODY • L • L • walk into woman to restore energy • L • L • L • L • L • L • L • L • L • L • L • L • L • L • U • U • R • U • R • R • U • U • L • U • R • R • U • U to LAB • R • R • R • R • R • R • D • D • R • collect BODY • L • U • U • L • L • L • L • L • L • L • L • L • L • L • U • U • R • U • R • R • U • U • L • U • R • R • U • U to LAB • R • R • R • R • R • R • take BODY • L • L • L • L • L • L • L • L • L • L • L • U • U • R • U • U • U • R • U • R • R • U • U to LAB • L • L • L • L • L • U • U • L • collect BODY • R • R • U • U • U • R • U • R • R • U • U to LAB • L • L • L • L • L • U • U • R • U • R • R • R • collect BODY • L • L • L • U • U • R • U • R • R • U • U to LAB • L • L • L • L • L • U • U • R • U • U • U • L • D • collect BODY • U • R • R • U • R • R • U • U to LAB • L • L • L • L • L • U • U • R • U • U • L • U • U • collect BODY • D • R • R • U • R • R • U • U to LAB • L • L • L • L • L • U • U • R • U • R • R • U • U • L • U • U • L • L • L • collect SCROLL • R • R • R • D • R • R • U • U to LAB • R • R • R • R • R • R • R • R • R • U • L • collect ROD • D • L • L • L • L • L • L • L • L • L • L • L • L • L • U • U • R • U • U • U • R • U • R • R • U • U to LAB • R • R • R • R • R • R • R • R • R • R • R • R • R • collect BRAIN (*Oi! – TMB*) • L • L • L • L • L • L • L • L • L • L • L • L • L • L • L • L • L • U • U • R • U • U • U • R • U • R • R • U • U to the LAB.

It'll have to be the next size up, I think.

## WIN SOME DOSH

Richard Beckett is this month's proud recipient of our prestigious £20 software voucher. If you'd like to win one of these vouchers send your maps, tips, solutions, POKEs and anything else to;
Andy Roberts' Gamebusters,
*Commodore Format*, 30 Monmouth
Street, Bath, Avon BA1 2BW.

## REGULARS

TIP DIP 19
A miscellaneous collection of tips with one thing in common – you lot sent 'em in.

FRAMEBUSTERS 26
Budget releases and Power Pack games get the Gamebusters treatment.

SAMARITAN'S CORNER 29
Having a problem with a specific game? Then let the Sams lend and ear and give you some sound advice.

## MAPS AND SOLUTIONS

CREATURES 20
Don't let this budget re-release torture you any longer. We show you how to save the fuzzies from become ikkies.

RECKLESS RUFUS 23
Been having problems with our Power Pack demo of this cunning puzzler? Then turn to this page and puzzle no more.

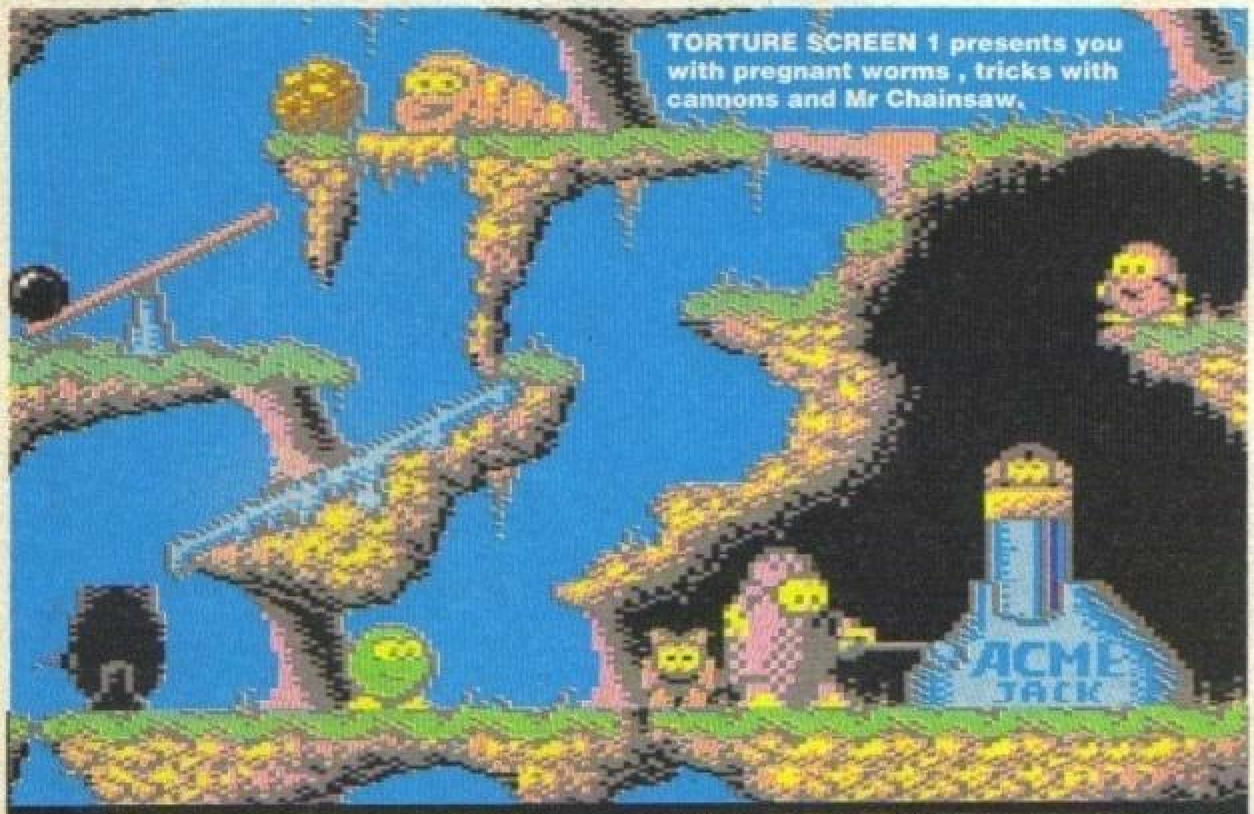
WINTER CAMP 34
Part Two of our complete solution to the strangest set of winter sports ever seen.

## OTHER GAMES BUSTED THIS ISH...

Agent-X 2
American 3D Pool
Blinky's Scary School
Bonanza Bros
CJ's Elephant Antics
Demon Blue
F1 Tornado
Fifth Gear
First Strike
Frankenstein
Geebee Air Rally
Impossamole
LED Storm
Locomotion Demo
Mighty Bombjack
Navy Moves Part 1
Navy Moves Part 2
Phileas Fogg's Balloon
Battles
Rampage
Sceptre Of Baghdad
Seymour Goes To
Hollywood
Sky Jet
Silkworm
Sleepwalker
SOS
Space Crusade
Speedking
Spellbound
Spellbound Dizzy
Spike In Transylvania
Spooks
Stack Up
Starforce Nova
Street Fighter
Street Surfer
Super Pipeline 2
Video Meanies
Video Poker
Voidrunner
Yogi & Greed Monsters

# CREATURES

***It's back, it's on budget and it's torture. So if you're looking for some creature comfort, you've come to the right place...***



**TORTURE SCREEN 1 presents you with pregnant worms , tricks with cannons and Mr Chainsaw.**

**OH YES**

**OH NO**

**Kill the baddies, get the, er, Fuzzies, as Pop Will Eat Itself never said. If you follow our instructions you should end up in the situation on the left. But it could take a bit of practice, so you might find yourself a bit more more familiar with the situation on the right.**

## TORTURE SCREEN 1:
## ACME JACK

This is quite easy compared to the other two torture screens, and you should have no problems completing it in a couple of minutes. The only way to stop poor Chip getting his innards probed by Mr. Chainsaw is to take out the chap working the Acme Jack – no don't invite him on a date, take him out using the cannon.

From the start: use your flame breath on the circular green blob, then run right as he rolls towards you. Keep flaming him as he moves back left and repeat this process until he's dead. Alternatively, if you have the FLAMER weapon, shoot him then jump up on to the platform above. When he moves right, drop down and go left, allowing you to shoot him from behind (which is much easier, and saves time). Now walk up to the cannon and use your FLAME BREATH to light the fuse, then make your way up to the top of the screen.

The next task is to destroy the big worm. Stand just below the top platform (with your FLAME BREATH at the ready) and wait for one of the baby worms to pop out – when the coast is clear, jump up and let the big worm have it. Now drop back down, wait for the next baby worm to pop out, and repeat the process until the big worm is dead. Now push the ROCK off the edge of the platform using your FLAME BREATH or another weapon; it will catapult the cannonball through the platform and into the cannon, which'll balst it out and blow the big purple chap to smithereens.

### THE CHEAT MODE

**Wait until the title screen music stops playing (this takes three to four minutes), then plug your joystick into port one. When the high score table appears, waggle the joystick like crazy. The little Clyde sprites will jump as you waggle; keep waggling until they turn grey, then plug your joystick back into port two. You can now start the game with infinite lives.**

**If you like things a little easier, you could always hold down CTRL and 2 instead of waggling your joystick.**

### ACTION REPLAY POKES

If you've got an AR cartridge, freeze the game using the cartridge, choose the POKEs option, type in whichever of the following POKEs takes your fancy and restart:

`POKE 7328,173` – **Infinite lives**
`POKE 15596,60` – **Invincibility**
`POKE 44183,173` – **Infinite shields**

## TORTURE SCREEN 3:
## ACME RAM

This has to be THE toughest screen of the three, and if you don't have a fully upgraded FLAMER weapon, bad luck – you've got no chance of success whatsoever.

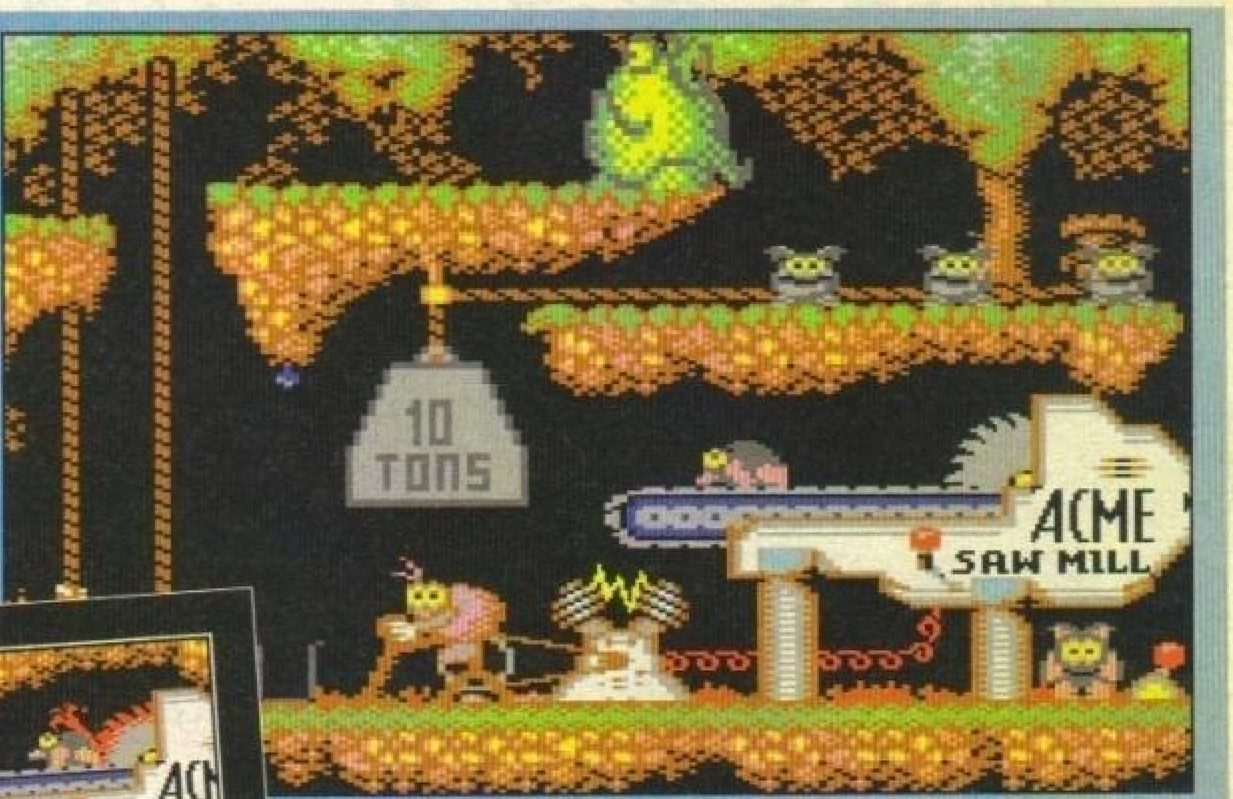
The idea is to stop the burly guy who's working away relentlessly on the Acme Ram, otherwise poor Chuck gets pushed into a rather nasty, rather squishy confrontation.

From the start: select your awesome FLAMER weapon (we did warn you), move left slightly, and shoot the green creature; he will spit out two blobby things, which will move right across the platform you're standing on. Run to the right, then face left and shoot these blobs repeatedly to destroy them. You'll need to

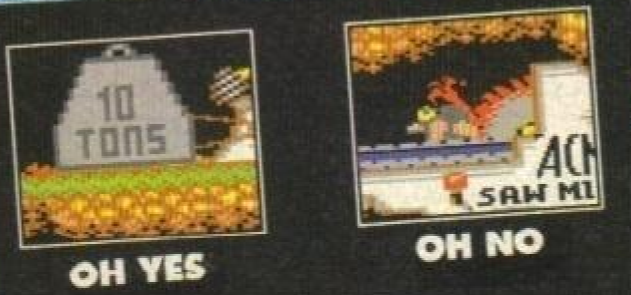
### MAGIC POTION CREATURES

**To gain stacks and stacks of MPCs to spend in the shop, try this simple trick: on levels 1.2, 2.2 and 3.2 make sure that the last MPC you collect before finishing the level is an expanded MPC (ie, one of those big ones that give you five MPCs). Now finish the level and when (if?) you complete the torture screen that follows, you'll get 30 MPCs instead of the usual six. Cor!**

## TORTURE SCREEN 2: ACME SAW MILL



SCREEN 2: The Texas Saw Mill Massacre.



**Bring down the 10 ton weight otherwise Chaz'll be only half the Fuzzy he used to be.**

Quite unusual, this one, as there are two ways for poor fuzzy Chaz to die; he either gets minced by the Saw Mill or fries to death on the power generator. Either way, the only method of stopping the conveyor belt is by crushing the guy on the bike.

From the start: make sure that the switch next to Clyde is pointing right (the switch controls the direction of the conveyor belt). Now wait until poor Chaz is almost touching the blade of the saw, then quickly walk over the switch to make it point left. By this time the small jar will be full of water; walk up to it and shoot it to wake up the snoozing blob. Now hop on to the platform and he'll hoist you up to the top of the screen. Time is of the essence now, because there's no way to get down to the bottom of the screen again!

Now for the hard part – defeating that huge green blob. Using the FLAMER or DROOPY weapon, stay on the lift (the fireballs cannot harm you) and repeatedly jump up and shoot at the blob. When he walks forward a little, it's time to retreat, so drop down to the platform on the left and continue to bombard him. The blob will then walk right up to the lift and begin to breath fire. Standing still, repeatedly use your flame breath and follow him as he retreats. Then run back on to the lift and repeat the process until he's dead.

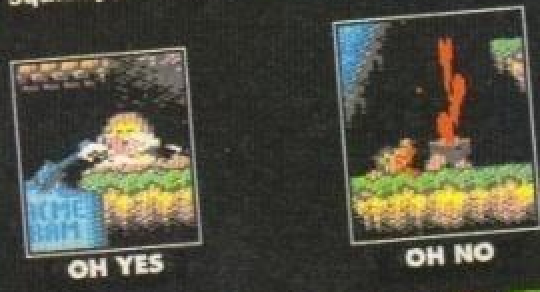
Now rush up to the yellow box (containing rat food) and shoot it right off the platform – the rats will eat the food and unwittingly chew through the rope holding the weight... weee... thud! One very sqashed cyclist and you've completed the screen.

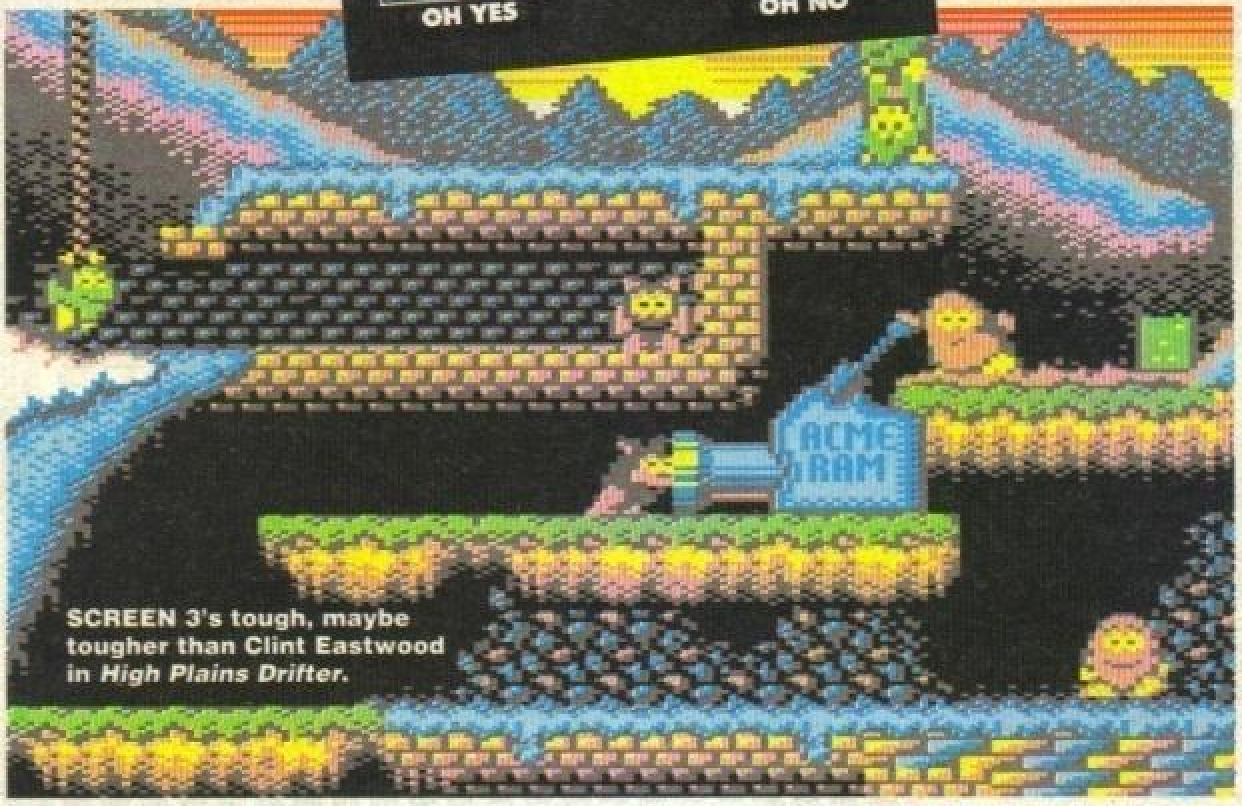
repeat this four times, then shoot the green blob once more to destroy it.

Now for the really tricky part. Jump up on to the platform above, then edge your way to the right and shoot the two green guys – the top one will spit out four blobby things (again these will move towards you). Stay where you are and shoot the first two blobs, then run as far left as possible without falling off the end of the platform. Face to the right and shoot the remaining two blobs. Repeat this three times, then shoot the green guys once more to dispose of them.

If you manage to get that far, a shiny ball will drop from the top of the screen; get to the right of it, then use your FLAME BREATH to push it left... it will roll up the left slope, then over the right slope, knocking down the jar of acid and melting the chap on the Acme Ram. And don't be surprised if it takes several million attempts to finish this screen.

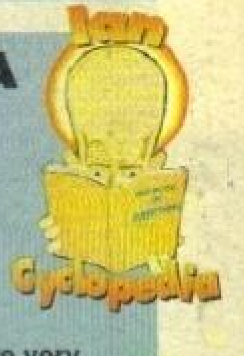
**Give the baddie an acid bath or it's a squishy end in store for Chuck.**





SCREEN 3's tough, maybe tougher than Clint Eastwood in *High Plains Drifter*.

## IAN CYCLOPEDIA INVESTIGATES *THE CREATURE FROM THE BLACK LAGOON*



In the 50s creature features were very popular. Creature feature was the popular name for monster films and one of the very best was *The Creature From The Black Lagoon* (1954, Universal).

Directed by Jack Arnold, who went on to produce other top notch 50s SF films like *The Incredible Shrinking Man*, *Tarantula* (in which Clint Eastwood had his first, albeit brief, film role as a fighter plane pilot) and *It Came From Outer Space*, *Creature* was filmed in 3D. The story concerned a team of scientists exploring a remote part part of the Amazon who are menaced by a half-man half-amphibian thingy – the Creature of the title. Some people reckon that the underwater scenes, where see the Creature's hand brushing the heroine's leg, directly inspired similar scenes in *Jaws*.

A professional diver called Ricou Browning donned the rather impressive rubber suit to play the Creature in the underwater scenes. Browning later went on to help create the TV series *Flipper*.

The film was so popular that two inferior sequels were produced – *The Revenge Of The Creature*, also directed by Arnold, and *The Creature Walks Among Us*.

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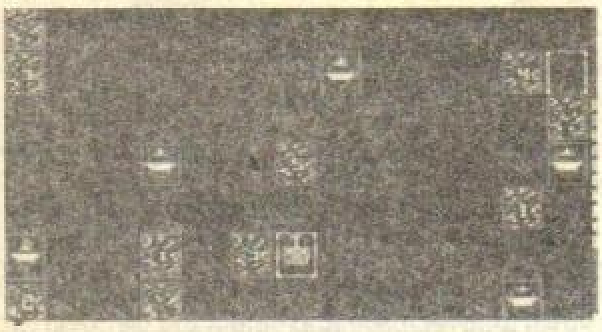
# RECKLESS RUFUS

***Tough, tough, tough. Yep, this is certainly one of the toughest demos we've ever put on the Power Pack, so we thought it'd be a good idea to print this solution before the death threats were actually carried out. Cue Andy...***

## LEVEL 1

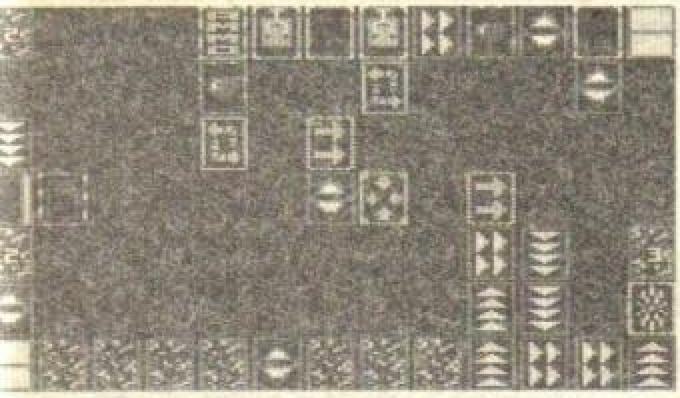
From the start: D • D • D • D • D and GET DIAMOND • D • R • R • R • U • R • R • R • L • U • U • L • L and GET DIAMOND • R • R • R • R • R • R • R • R • D • D • D and GET DIAMOND • U • U • U • R and GET DIAMOND • U • U • L • L • L • L • L and GET DIAMOND to finish the level.



**Rufus wanted to be a ballet dancer but the dance school told him that he had flat feet.**

## LEVEL 2

From the start: D • D • D • D • R • U and GET BONUS • D • D • L and GET DIAMOND • R • D • R • R • R • R and GET DIAMOND then wait for an explosion • R • R • R • R • U • U • R • D • D • R • R • U • U • U • L • L • L when arrow points left • L and GET DIAMOND • U when arrow points left • U • U • R • R • R • D • U • R • R • R and GET DIAMOND • R • D and GET DIAMOND to finish the level.



**Instead he eked a living as a crazy paving layer form many years, but it didn't satisfy his urges.**

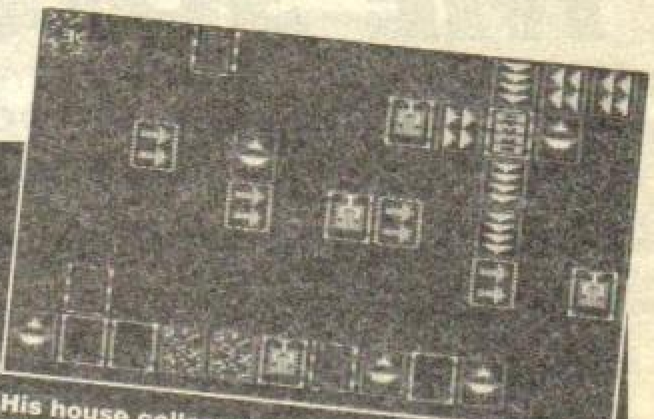
## LEVEL 3

From the start: D • D • R • D • D • R • R • L • D • D • U • U • L • L • D • D and GET DIAMOND • R • R • R • L • R • R • R • R • R • R • R • R • R • R • U and GET DIAMOND • U • U • U and GET DIAMOND • L • L • L • L and wait for explosion • L • L • L • L • L when arrow points up • GET DIAMOND • R • R • R • R • R • R • R • R • R and GET DIAMOND to finish the level.

**But his life changed when he discovered a diamond-bearing swamp below his house.**

## LEVEL 4

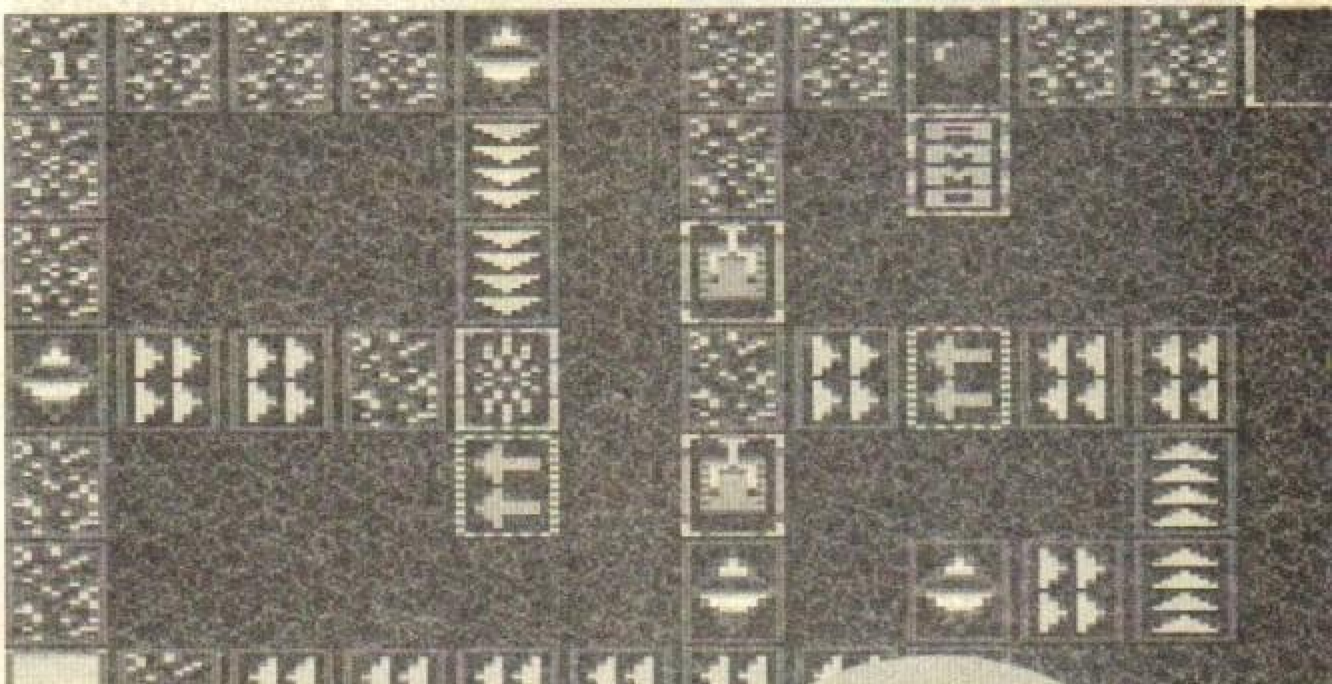
From the start: R • R • R and GET BONUS • L • D • D when arrow points right • GET DIAMOND • D when arrow points right • R when arrow points up • R • R • R and GET DIAMOND • L • D • D • D when arrow points right • R • U • U • U • U • L • L • L • D • D • D • D when arrow points down • GET DIAMOND • L • L and GET DIAMOND • L and GET BONUS • L • R • L • L • L • L • L • U and GET BONUS • D • L and GET DIAMOND to finish the level.



**His house collapsed owing to subsidence. Well, what did you expect? A happy ending?**

## LEVEL 5

From the start: R • R • R • R and GET DIAMOND • D • D • D • D when arrow points right • D and GET DIAMOND • U • D • U • U • R • R when arrow points down • GET DIAMOND • R • R • U • U • L • L when arrow points up • U • R • R • R • R into TELEPORT • R • U • U • L • U and GET DIAMOND • D • R • D • D • L into TELEPORT • D and GET DIAMOND to finish the demo!



### DON'T BE RECKLESS!

- Take care when moving over trap doors – good timing is essential.
- When teleporting, make sure the other teleport isn't surrounded by enemies.
- When you touch a tile that reverses your directions, take this into account when when using the solution!
- Some conveyor belts end on arrow tiles so time your actions carefully.
- The 'electric field' tile has a distinct rhythm, so be patient.

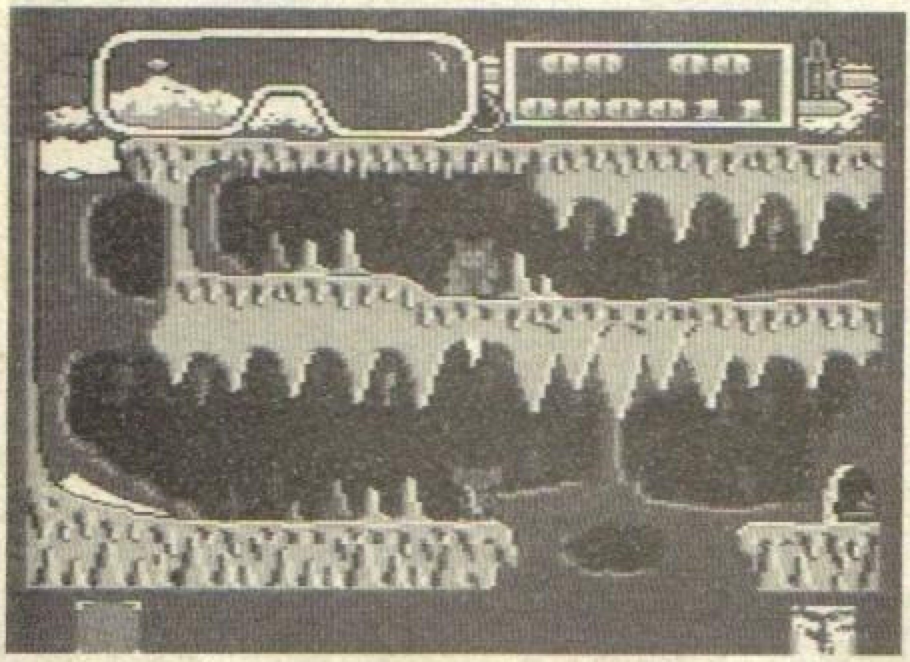
# WINTER CAMP

# THE SOLUTION PART TWO

***It's a testing time for poor old Maximus, with Camp Nice 'n' Icy just minutes away from disaster. In situations like this there's only one place to turn... the second part of our nifty players' guide by John Ferrari.***

06 06
000032

**This reminds me of Clint Eastwood's infamous lost scene from *Where Eagles Dare!***



**Argh! Horror upon horror! Maximus is being attacked by a creature from another game! Yes, the worm has turned and Clyde 'Radders' is now the instigator of torture! He's good at it too!**

## LEVEL 5 – ICE CAVERN

Quite an easy level to get through, and it's much easier when you have a pen and paper handy. First, waggle your joystick left and right like crazy – this prevents Max sliding off the ledge when he drops down from the top of the screen.

When Clyde starts to tap out the notes, simply jot down the sequence on a piece of paper (I personally number the icicles one to five from left to right). It's best to keep your eye on the screen, as it's easy to miss one of the notes in a sequence. For the final couple of sequences, Clyde will whistle the notes (as opposed to hitting the icicles) so keep a close eye on him.

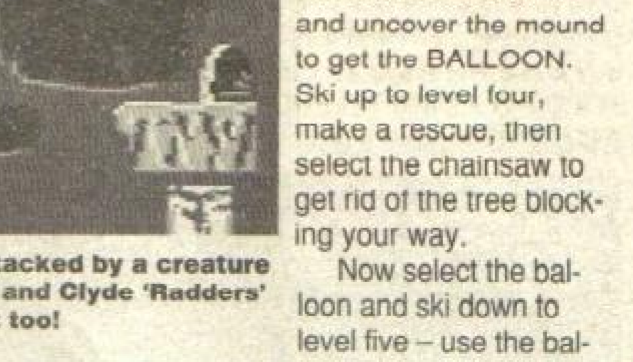
## LEVEL 6 – SKI RESCUE

On this level it's vital to take the correct route so that you collect all the necessary objects. There are five different levels that Max can ski along – level one is at the top of the screen, level five at the bottom, and level three is in the middle. Waggle the joystick left and right to accelerate and when Max is travelling up hills.

**From the start**: Ski down to level three, then up to level two to make a rescue. Move up to level one then down again to level three – uncover the mound to get the CHAINSAW and collect the flag. Continue down to level four, uncover the mound to get the GUN then go up to level three and shoot the three mounds to rescue them. Move down to level four (and collect the flag) then down to level five and uncover the mound to get the BALLOON. Ski up to level four, make a rescue, then select the chainsaw to get rid of the tree blocking your way.

Now select the balloon and ski down to level five – use the balloon to float above the nasty, then let go of the balloon as he passes below. Move all the way up to level one (and collect the flag) then pull down when you reach the gap to jump down to the lower level. Collect the flag then go up to level three and use the balloon to perform the rescue. Continue down to level four, select the gun, then wait on the next slope and shoot the nasties in the hotel building.

Move right and perform a rescue, up to level four for the flag, then stop outside the door of the cabin to the right to collect the CLIMBING EQUIPMENT. Now select the gun and ski up to level two, shooting the mounds to rescue them. Collect the flag, then go down to level three and select the climbing equipment – when the next hotel building appears Max will automatically climb up and collect the TRUMPET. When Max drops down again, move up to level three and stay there. With the Yeti in sight press Fire to use the trumpet and hold it, then waggle the joystick to reach the high note. You'll need to stop occasionally to jump the snowballs. The high note will (eventually) cause the Yeti to fall through a hole in the ice.



**Oh, the joys of apres ski: namely the open log fire and writing on your cast!**

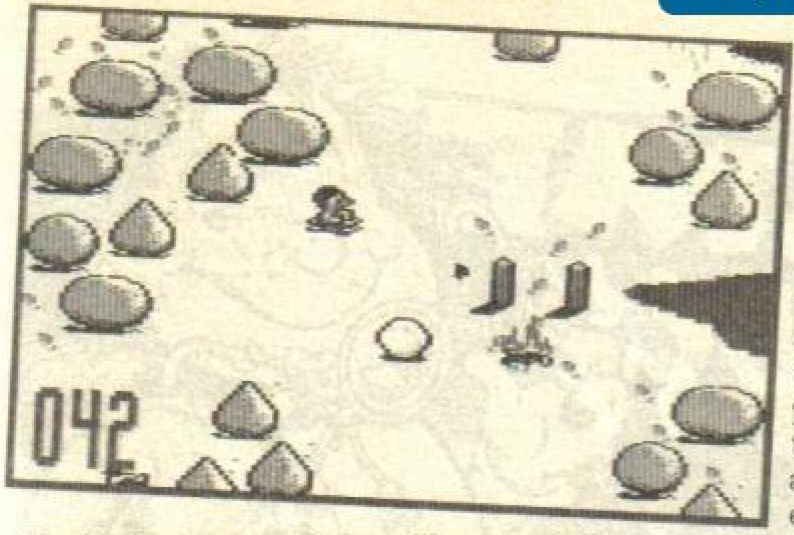
## LEVEL 7 – DOWNHILL ROLL

The size of the snowball determines how fast you go – run over snowmen to increase the size of the snowball, run over fires to decrease it. Use Up/Down on the joystick to speed up and slow down and press fire at the top of a ramp to jump.

From the start: go straight down and collect two flags, go between the two posts and over the fire to reduce the size of the snowball. Keep going down into the circle of trees for the time bonus, then straight through the narrow gap. Move to the left of the screen (avoiding the skiers), run over the snowman to increase the snowball size, then jump the ramp — if timed correctly you'll clear the fence no problem.

Head between the two cabins, sticking close to the right, then go down and left for the next two flags. Move over to the right of the screen and go to the right of the log, then go back over to the left (passing in between the two rocks and avoiding the snow machine – you are keeping up, aren't you?).

Now go down the left path over the snowman, then move to the far left at the bush. Jump the next ramp over the trees and collect the time bonus, then stay at the far left (at maximum speed) to avoid the dog sleigh. Stay

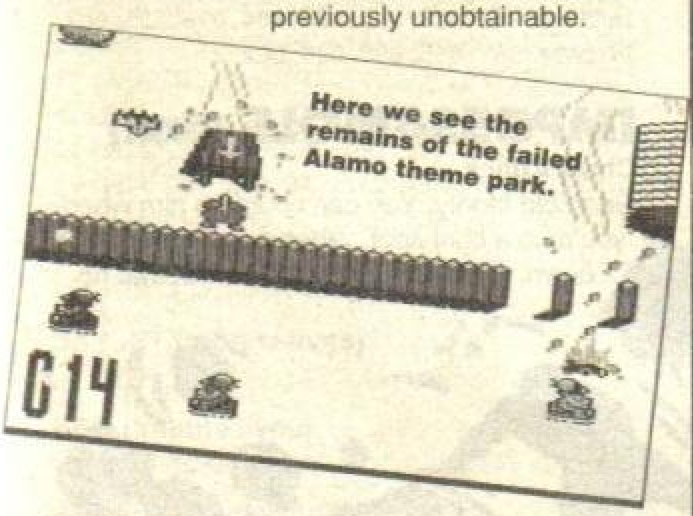


**Maxi helps to prove that a rolling snowball gathers no moss, just large mice.**

at the left all the way down to the next set of ramps – jump the ramp second from the left to clear the fence. Move left between the post and jump the next ramp. Go down and collect the flag, then slow down and immediately go right. Go around the trees and over the snowman, then jump the ramp and move left during the jump to collect the flag.

Stay right, collect the flag by the cabin, and then go straight down between the two posts for the final flag. Stay right until you're past the whirlwind, then move into the centre of the screen. Move slowly, judging the passing movement around the snow machine, then land on the straw bales to complete the level.

This isn't the only route so don't worry about going off course a little. The medium and large snowballs are the ideal sizes to use. If Max is inside a small ball, stop against something and press Fire to bounce away – this will allow him to travel at a speed previously unobtainable.



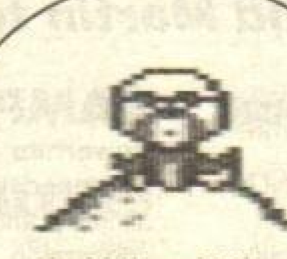
**Here we see the remains of the failed Alamo theme park.**

## LEVEL 8 – THE FINAL CLIMB

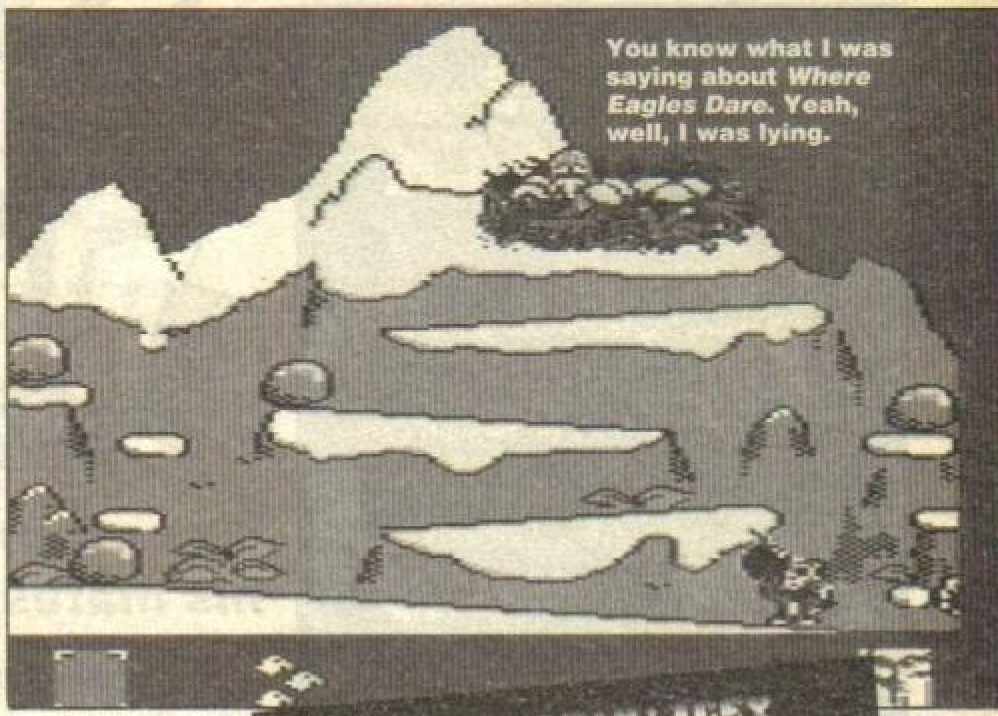
The first thing to note is the rocks; the one at the top-left conceals a bomb icon, the rest hide time bonuses (which are vital at this stage, so only use them when they're really necessary). The aim of the level is to grab the pebble but the huge eagle needs to be removed first.

**From the start:** collect the bomb icon then go down to the floor and grab a few of the worms which come on from the left hand side (you can force a few more worms on screen by placing a bomb on the far left, then quickly moving away). Make sure you avoid the breeze which blows viciously from the left to the right, however. Work your way up the central slopes, jumping the eggs which roll out of the nest. When you reach the top ledge throw a worm to the eagle – it will take the worm and feed it to the chick. Now move to the far right of the top ledge and select the bomb. When the eagle settles to feed the chick, jump into the breeze which appears over the top of the mountain. This will carry Max up and over the bird – when you're directly above it, drop a bomb on the bird. Repeat this process three times to get rid of that pesky eagle for good. Well done! You've saved the camp and finished the game!

This was just too easy! Let's just hope that the next game's a bit tougher (a joke)!



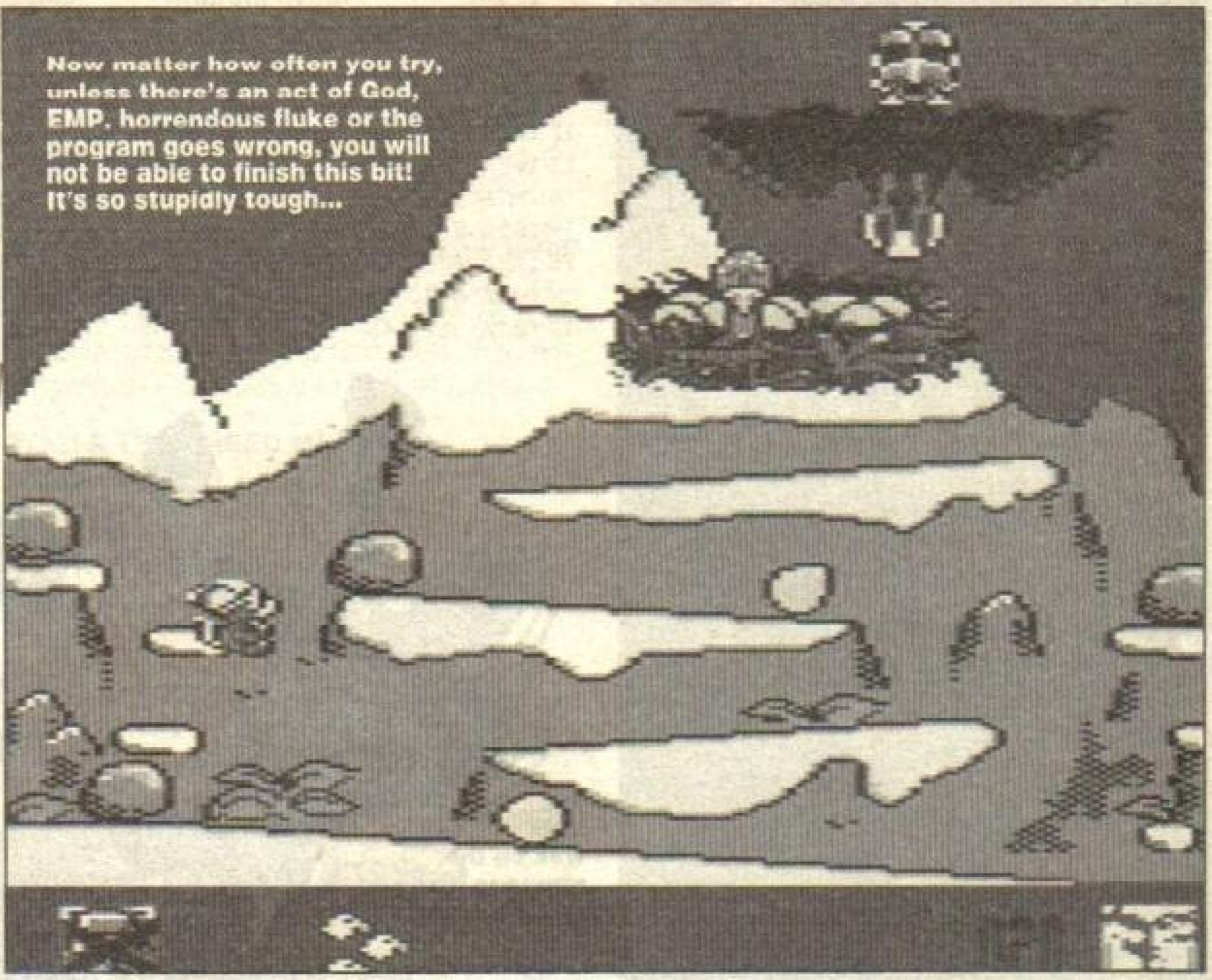
**And I thought they were yelling, " 'Ave yer lunch!" Gosh, do I feel foolish now.**



**You know what I was saying about *Where Eagles Dare*. Yeah, well, I was lying.**

CAMP MICE'N'ICEY
GET READY
FOR
THE FINAL CLIMB

**Hi ho, hi ho, to the final stage we go! Be happy now, before the Level Eight blues set in.**



**Now matter how often you try, unless there's an act of God, EMP, horrendous fluke or the program goes wrong, you will not be able to finish this bit! It's so stupidly tough...**

## CHILL OUT, MAN

It's no good – you've followed the solution to the letter, but the game is just too darned difficult (*You can say that again – in fact you can say a few times – Ed*). Well, as it happens, there are some smart 'skip levels' cheat modes. To use a cheat start the level as usual, pause the game with RUN/STOP, then type in the desired cheat (including spaces). If it doesn't work first time, unpause the game, the pause it and try again.

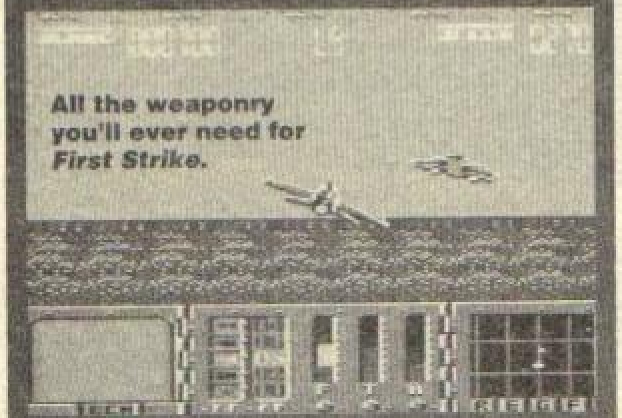
LEVEL 1 – MY NUTS ARE FROZEN
LEVEL 2 – OH MY SORE BUM
LEVEL 3 – BL**DY BEARS
LEVEL 4 – YUK SARDINES
LEVEL 5 – JDF RULES
LEVEL 6 – BART WAS HERE
LEVEL 7 – HI HOMER
LEVEL 8 – S*D IT

# POWER PACK

## FIRST STRIKE

What a corking flight/combat game this is, but it's not altogether an easy one. For infinite lives and an infinite supply of all weapons (even the ones you haven't chosen yet), type in this listing and RUN it.

```
0  REM FIRST STRIKE CHEAT BY M PUGH
1  FOR X=516 TO 562:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>5132 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 032,141,094,009,169,002,141,095
7  DATA 009,076,230,003,169,173,141,245
8  DATA 126,169,000,141,048,131,141,100
9  DATA 132,141,243,133,076,001,008
```



All the weaponry you'll ever need for *First Strike.*

## LOCOMOTION DEMO

Everybody's playing a brand new game now, come on baby – do the locomotion. Ahem. If you'd like a little more time to play around with, why not try this petite listing (without the singing, though).

```
0  REM LOCO DEMO CHEAT BY M PUGH
1  FOR X=516 TO 538:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>2618 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 189,141,119,047,076,230,003
```

## FIFTH GEAR

Remember this racing-tastic classic from yesteryear, POKE pickers? Not Half. Type in this listing for infinite lives, time and ammunition. Alright?

```
0  REM FIFTH GEAR CHEAT BY M PUGH
1  FOR X=516 TO 557:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>4310 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 516
4  DATA 032,086,245,169,019,141,207,003
5  DATA 206,208,003,096,072,077,080,169
6  DATA 032,141,112,009,169,002,141,113
7  DATA 009,076,230,003,169,173,141,212
8  DATA 149,141,115,063,141,024,032,076
9  DATA 016,008
```

FRAME BUSTERS

*If you can't beat 'em, POKE 'em. Roger gets his mates to Waz and Martin to do their stuff.*

## GEEBEE AIR RALLY (DISK)

**Powerhits**

Quite an enjoyable game, this one – a bit like *First Strike* but without the weapons (*erm,* First Strike *without the weapons isn't really very much like* First Strike – *Ed*). Any road, if infinite time is the craving of the day, type in this listing, SAVE it, then RUN it.

```
0  REM GEE BEE CHEAT BY WAZ
1  FOR X=272 TO 337:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>6573 THEN PRINT "DATA
   ERROR":END
3  PRINT CHR$(147);"INSERT DISK & PRESS
   A KEY"
4  POKE 198,0:WAIT 198,1:SYS 272
10 DATA 169,000,032,144,255,169,001,168
11 DATA 162,008,032,186,255,169,015,162
12 DATA 067,160,001,032,189,255,169,000
13 DATA 032,213,255,169,056,141,079,128
14 DATA 169,001,141,080,128,076,000,128
15 DATA 169,234,141,037,038,141,038,038
16 DATA 076,000,008,065,067,084,073,086
17 DATA 073,083,073,079,078,032,073,078
18 DATA 067,046
```

## RAMPAGE (DISK)

**Powerhits**

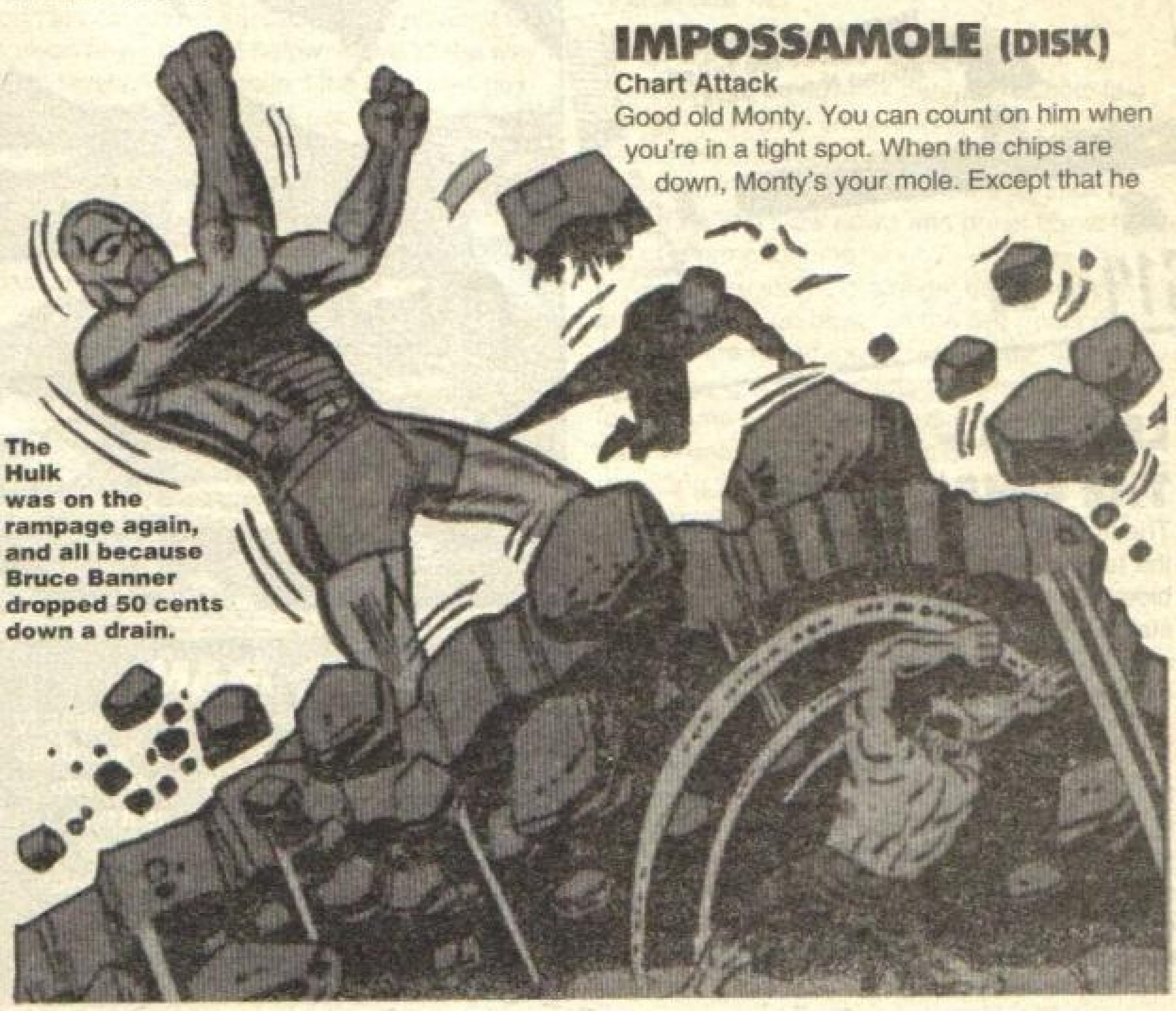
A rather different version of the game that we all know and love. Still,it's quite a playable conversion, and if you'd like to squeeze yet more enjoyment out of it, here's an infinite energy listing.

```
0  REM RAMPAGE CHEAT BY WAZ
1  FOR X=272 TO 332:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>6867 THEN PRINT "DATA
   ERROR":END
3  PRINT CHR$(147);"INSERT DISK & PRESS
   A KEY"
4  POKE 198,0:WAIT 198,1:POKE 198,0
   :SYS 272
10 DATA 169,000,032,144,255,169,001,168
11 DATA 162,008,032,186,255,169,002,162
12 DATA 075,160,001,032,189,255,169,000
13 DATA 032,213,255,169,056,141,247,018
14 DATA 169,001,141,248,018,076,122,020
15 DATA 072,206,032,208,169,000,141,041
16 DATA 043,238,032,208,104,076,225,002
17 DATA 087,065,090,065,042
```

## IMPOSSAMOLE (DISK)

**Chart Attack**

Good old Monty. You can count on him when you're in a tight spot. When the chips are down, Monty's your mole. Except that he



The Hulk was on the rampage again, and all because Bruce Banner dropped 50 cents down a drain.

keeps on getting killed, which isn't very useful. So why not help him out with this splendid listing for infinite energy.

```
0  REM IMPOSSAMOLE CHEAT BY WAZ
1  FOR X=679 TO 731:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>4863 THEN PRINT "DATA
   ERROR":END
3  PRINT CHR$(147);"INSERT DISK & PRESS
   A KEY"
4  POKE 198,0:WAIT 198,1
5  SYS 679:LOAD "I*",8,1
10 DATA 120,169,180,141,020,003,169,002
11 DATA 141,021,003,088,096,169,196,141
12 DATA 096,001,169,002,141,097,001,076
13 DATA 049,234,087,065,090,169,209,141
14 DATA 033,007,169,002,141,034,007,076
15 DATA 000,004,169,173,141,119,026,141
16 DATA 199,036,076,016,008
```

## THE LAST OF THE MULTIHACK DATALINES

It had to happen sooner or later – after seven glorious issues, the well of datalines has dried up, and you see before you the final batch. Fear not, as we'll be printing any new datalines in future issues. And just in case you missed the Multihack listing (where HAVE you been?), here it is again.

```
0  REM CODEMASTERS MULTIHACK
   LISTING
1  REM (C) WARREN PILKINGTON/CF
   1992
2  FOR X=512 TO 580:READ Y:C=C+Y:POKE
   X,Y:NEXT
3  IF C<>7483 THEN PRINT "DATA
   ERROR":END
4  READ Y:IF Y=-1 THEN POKE 157,128:SYS
   512:POKE X,Y:X=X+1:GOTO 4
10 DATA 032,044,247,056,169,016,141,062
11 DATA 003,169,017,141,064,003,032,108
12 DATA 245,169,032,141,068,017,169,057
13 DATA 141,069,017,169,002,141,070,017
14 DATA 162,255,189,193,016,157,193,002
15 DATA 202,208,247,162,033,189,159,016
16 DATA 157,159,002,202,208,247,076,120
17 DATA 003,072,206,032,208,032,069,002
18 DATA 104,044,013,220,096
```

**SKYJET (Infinite lives)**

```
20 DATA 169,250,141,144,108,096,-1
```

**SOS (Infinite lives)**

```
20 DATA 169,173,141,007,021,096,-1
```

**SPEEDKING (No collision)**

```
20 DATA 169,234,141,023,140,141,024,140
21 DATA 141,025,140,096,-1
```

**SPELLBOUND (Infinite energy)**

```
20 DATA 169,173,141,001,024,096,-1
```

**SPOOKS (Infinite lives)**

```
20 DATA 169,032,141,071,058,096,-1
```

**STARFORCE NOVA (Infinite lives)**

```
20 DATA 169,240,141,021,023,096,-1
```

**STREET SURFER (Invincibility)**

```
20 DATA 169,230,141,028,015,169,
   067,141
21 DATA 029,015,169,169,141,030,015,
   096,-1
```

**SUPER PIPELINE 2 (Infinite lives)**

```
20 DATA 169,173,141,082,129,096,-1
```

**VIDEO MEANIES (Infinite lives)**

```
20 DATA 169,234,141,103,072,141,104,072
21 DATA 096,-1
```

**VIDEO POKER (Infinite Money)**

```
20 DATA 169,000,141,041,016,096,-1
```

**VOIDRUNNER**
**(Infinite lives and extra level selection)**

```
20 DATA 169,173,141,109,049,169,031,141
21 DATA 159,056,096,-1
```

**SPELLBOUND DIZZY (BIG VERSION)**
**(Infinite lives & energy)**

```
20 DATA 169,173,141,235,032,141,056,106
21 DATA 096,-1
```

**AMERICAN 3D POOL (Infinite balls)**

```
20 DATA 169,000,141,099,058,096,-1
```

**BLINKY'S SCARY SCHOOL**
**(Infinite lives & energy)**

```
20 DATA 169,173,141,138,144,169,165,141
21 DATA 099,143,096,-1
```

**SEYMOUR GOES TO HOLLYWOOD (Infinite lives)**

```
20 DATA 169,173,141,048,
   036,096,-1
```

**F1 TORNADO (Infinite lives)**

```
20 DATA 169,165,141,134,
   042,096,-1
```

**SLEEPWALKER**
**(Infinite lives)**

```
20 DATA 169,000,141,056,156,
   096,-1
```

**PHILEAS FOGG'S BALLOON BATTLES**
**(Infinite lives)**

```
20 DATA 169,173,141,200,081,096,-1
```

**STACK UP (Infinite credits, 1 line per level)**

```
20 DATA 169,080,141,121,004,169,002,141
21 DATA 122,004,096,162,000,169,001,157
22 DATA 249,145,232,224,022,208,246,169
23 DATA 173,141,115,147,076,000,144,-1
```

**YOGI & THE GREED MONSTER**
**(Infinite energy)**

```
20 DATA 169,173,141,113,039,096,-1
```

**NAVY MOVES PART 1**
**(Infinite lives)**

```
20 DATA 169,173,141,219,022,096,-1
```

**NAVY MOVES PART 2**
**(Infinite lives & bullets)**

```
20 DATA 169,173,141,202,159,141,080,159
21 DATA 096,-1
```

Phew! Th-th-th-th-that's all, folks! It feels like the end of an era. And what fun it's been.

**The Navy made a man of Arthur Spillsbury despite the fact he was the HMS Troglodyte's mascot nanny goat when he joined.**

## DEAR GAMEBUSTERS

### POKES AND HOW TO USE 'EM

This is the place to turn if you've had probs with any of the POKEs we've printed. Some of you, it seems, are having probs with ALL our POKEs – you don't know how they're supposed to be used! I can see that this does limit their usefulness. So for everyone who's written in recently with any general queries about using POKEs here's a quick guide to getting the darned things to work...

**RESET POKES** – A reset POKE usually has two elements; a POKE statement (followed by a value), and a SYS statement; for example, POKE 4444,44 followed by SYS 4444. The actual POKE changes a location in the computer's memory, usually adjusting the amount of lives left. The SYS number is the machine-code equivalent of RUN, and is needed to restart the game.

To use a reset POKE, you MUST have a reset switch. You simply reset the machine, whereupon the familiar startup-screen will appear. The game is still intact, however, and you merely enter the POKE or POKEs followed by the SYS call to get things running again.

**ACTION REPLAY POKES** – These are the créme-de-la-créme, but you need an Action Replay cartridge to get 'em going. To use an AR POKE, freeze the game with the cartridge, select the 'POKES' option from the menu, enter the desired POKE or POKEs, then press the restart key. No SYS number is needed because the cartridge can restart the game automatically. As a result, reset pokes can be entered using an Action Replay cartridge (ignoring the SYS call), but reset switches CANNOT be used to enter Action Replay POKEs.

**LISTINGS** – Listings can be used by anyone, as they require no additional hardware. A listing is a BASIC program comprising a number of lines, or instructions, usually starting at 0 and increasing in steps of 1. The listing must be typed in EXACTLY as it's printed in the magazine, and you need to press RETURN at the end of each line to enter it.

For example, you would start the *Fifth Gear* listing with line 0, typing: `0 REM FIFTH GEAR CHEAT BY M PUGH` (followed by RETURN). Enter every line in this manner, and when you finish the program SAVE it to cassette or disk. Finally you RUN the listing – if all is well, the message `PRESS PLAY ON TAPE` will appear (in which case, insert your game cassette and press play – it should now load as usual). However, you may be confronted with 'DATA ERROR', in which case you should check the DATA lines you've typed in.

# SAMARITAN'S CORNER

***Stuck on a game? Tried everything? Tried a couple of things and can't be bothered thinking of any more? Just plain hopeless at games? Then it's a job for Samaritan-man and his special cheat powers.***

## OLD CHEATS NEVER DIE...

### CJ'S ELEPHANT ANTICS

**CodeMasters**

I know what you're thinking, but people are STILL writing in for a cheat of some sort for this game; Yvonne Simpson, Dale Wigley, Michael Wynne, Luke Fowler, Lee Mullan, Heidi Heidrich, Ian Edwards, Andrew Roberts, Fiona the CJ fan, Ian Davis, Paul Wadcock, Simon Shaw, Paul Inglesant, Iain Millar, Ryan Cairns,Tom Ashcroft and Andrew Johns to name but a few. Okay then, but we're not going to make it too easy: type SELOH****YRIAH backwards and fill in the missing letters. If you get it right, the border will change colour, and you can start the game with infinite lives.

### SPIKE IN TRANSYLVANIA

**CodeMasters**

And yes, we've printed a cheat mode for this before too, but due to public demand (ie, Stephen Sharples, Gareth Richards and James Burgoine) here it is again; simply hold down the keys C, J and 2 for infinite lives. If you're still stumped, though, there's a rather wonderful complete solution in *CF*15 and *CF*16. Magic.

### AGENT-X 2

**Mastertronic**

Having trouble using the codes printed in *CF*25? Alan Cook is. The game actually loads in three parts, each one being a separate level. When you finish level one (ie, the first load), you are given a password for level two. You should then switch your C64 off then on again and load the second part (which should be directly after the first level on the tape). When the level has loaded, you'll be asked to enter the password – sneaky, eh? This also applies to the third level... it's just a pity the instructions don't specify this. And just in case you missed the passwords, here they are again.

LEVEL 2 – GORMENGHAST
LEVEL 3 – MEGALOMANIA

### SILKWORM

**Virgin/Tronix**

If you're making a right sow's ear of this game, like Ian Howells, Paws and Rob, Matt Finch, Shaun Wonders, Mark Faulkner, David Hughes, Martyn and Darren Kidson, Daniel Credgington and Andrew Johns, check out this smart listing for complete and total invincibility.

```
0  REM SILKWORM CHEAT BY WAZ
1  FOR X=384 TO 411:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>3134 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 384
4  DATA 032,086,245,169,032,141,159,004
5  DATA 169,147,141,160,004,169,001,141
6  DATA 161,004,096,238,032,208,169,092
7  DATA 141,077,020,096
```

### LED STORM

**Gol/Kixx**

This game is nearly as difficult as trying to negotiate the M25 – believe me, I know. If you'd like infinite fuel to mess about with, here's a handy listing as requested by Martin O'Reilly, James Pratt, David Baetens and Krisstian Allen.

```
0  REM LED STORM CHEAT BY WAZ
1  FOR X=384 TO 420:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>4132 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 384
4  DATA 032,086,245,169,168,141,208,008
5  DATA 169,057,141,209,008,076,016,008
6  DATA 169,157,141,057,196,169,001,141
7  DATA 058,196,076,016,196,169,165,141
8  DATA 234,029,076,000,004
```

### MIGHTY BOMBJACK

**Elite**

Good old *Bombjack*. You can always count on him... (*Haven't you done this gag already? – Ed.*) Anyway, Gregory James, Ivor Walker, and K Samuel have all written in for a cheat, so type in the following listing (then SAVE it and RUN it) for infinite lives and time.

```
0  REM MIGHTY BJ CHEAT BY WAZ
1  FOR X=517 TO 576:READ Y:C=C+Y:POKE
   X,Y:NEXT
2  IF C<>6204 THEN PRINT "DATA
   ERROR":END
3  POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,029,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 169,032,141,222,003,169,048,141
14 DATA 223,003,169,002,141,224,003,032
15 DATA 069,003,096,169,000,141,099,025
16 DATA 169,173,141,149,030,206,032,208
17 DATA 238,032,208,096
```

### STREET FIGHTER

**Kixx**

Not quite as impressive as its sequel, the original *Street Fighter* is a playable enough bash nevertheless, and back in the charts as a budget release. It's also darned tricky, as Simon Musson, Daniel Hodge, Alan Leach, Jared and Robert Madden, Gerald King and David Baetens have discovered. But fear not – merely type in this well 'ard listing and RUN it for infinite time and energy.

```
0  REM STREET FIGHTER CHEAT
   BY M PUGH
1  FOR X=525 TO 592:READ
   Y:C=C+Y:POKE X,Y:NEXT
2  IF C<>7111 THEN PRINT
   "DATA ERROR":END
3  POKE 157,128:SYS 525
10 DATA 032,086,245,169,024,141,086,009
11 DATA 169,078,141,088,009,076,016,008
12 DATA 072,077,080,169,032,141,048,131
13 DATA 169,051,141,049,131,169,002,141
14 DATA 050,131,238,032,208,096,238,032
15 DATA 208,169,032,141,135,045,169,070
16 DATA 141,136,045,169,002,141,137,045
17 DATA 096,169,173,141,089,039,169,100
18 DATA 141,103,005,096
```

### SIX STEPS TO ECSTACY

1 Get hold of a postcard or sealed envelope.
2 Jot down the game(s) you're stuck on (include the name of the publisher).
3 Specify the type of cheat you'd prefer.
4 Include your name and address.
5 Stick a stamp on the front and post it to; Samaritan's Corner, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.
6 Win the pools (possibly).

# SPRING CLEAN SURVEY

## Tell us what YOU think of Commodore Format.

We struggle, strive and sweat blood every month to make *Commodore Format* the best C64 mag the world's ever seen. But even the best can be improved. And that's why we want you to put pen to paper, get your ticking fingers into gear and fill out our 1993 Spring Clean survey!

We aim to clean *CF* from top to bottom, and in the process we'll be taking a look into every nook and cranny of every page of every section. We can dust down most of the bits ourselves, but for some of those really tough bits we want your help. We want to know what you want, so we can serve *CF* up, month after month, just the way you want it!

And if the chance to shape your mag wasn't enough we'll also be giving away a whole page full of software! Yes, we're giving away one copy of everything on our Mail Order page (see p.54 for the full range) to one lucky survey respondent! So get a pen at the ready to tick those boxes so you can 'win' the mag YOU want – and maybe even a truck load of goodies as well!

**1) Since you're reading *Commodore Format* there's a good chance that you own one those C64 computer things. But we'd like to know which flavour?**

(a) C64 ☐
(b) C128 ☐
(c) C128D ☐
(d) C64GS ☐

**2)How do you load things on your C64?**

(a) From cassette ☐
(b) From 5.25-inch disk ☐
(c) From 3.5-inch disk ☐
(d) From cartridge ☐

**3) How long have you had your C64?**

(a) Less than three months ☐
(b) 3-6 months ☐
(c) 7-12 months ☐
(d) 1-2 years ☐
(e) 3 years or more ☐

**4) What C64 'peripherals' do you own?**

(a) Joystick ☐
(b) Joypad ☐
(c) Mouse ☐
(d) 5.25-inch disk drive ☐
(e) 3.5-inch drive ☐
(f) Utility cartridge ☐
(g) Printer ☐
(h) Monitor ☐
(i) Modem ☐
(j) Datassette ☐

**5) What peripherals/hardware are you intending to buy this year?**

(a) Joystick ☐
(b) Joypad ☐
(c) Mouse ☐
(d) 5.25-inch disk drive ☐
(e) 3.5-inch disk drive ☐
(f) Utility cartridge ☐
(g) Printer ☐
(h) Monitor ☐
(i) Modem ☐
(j) Datassette ☐

**6) What other computers do you own?**

(a) Sega Mega Drive ☐
(b) Sega Master System ☐
(c) Sega Game Gear ☐
(d) Super NES ☐
(e) NES ☐
(f) Game Boy ☐
(g) Amiga (all models) ☐
(h) Atari ST (all models) ☐
(i) Atari Lynx ☐
(j) IBM PC Compatible ☐
(k) Sinclair Spectrum ☐
(l) Amstrad CPC (all models) ☐
(m) Neo Geo ☐

**7) What computer/console magazines do you read regularly?**

……………………………………
……………………………………
……………………………………

**8) How old are you?**

(a) Under 11 ☐
(b) 11 – 13 ☐
(c) 14 – 16 ☐
(d) 17 – 18 ☐
(e) 18 – 25 ☐
(f) 25 – 35 ☐
(g) 35 – 50 ☐
(h) Over 50 ☐

**9) Where do you live?**

(a) Scotland ☐
(b) Wales ☐
(c) Northern Ireland ☐
(d) Northern England ☐
(e) Midlands ☐
(f) South West ☐
(g) South East ☐
(h) Outside the UK ☐

**10) What do you do all day?**

(a) I'm at school ☐
(b) I'm a student at University/College ☐
(c) I'm unemployed ☐
(d) I'm in full-time employment ☐
(e) I'm in part-time employment ☐
(f) I'm a housewife/husband ☐
(g) I'm retired ☐

**11) How often do you buy full price games?**

(a) Once a month ☐
(b) Every two months ☐
(c) Every six months ☐
(d) Once a year ☐
(e) Never ☐

**12) How often do you buy budget games?**

(a) Once a month ☐
(b) Every two months ☐
(c) Every six months ☐
(d) Once a year ☐
(e) Never ☐

**13) Do you 'buy' PD software?**

(a) No, never ☐
(b) Yes, on disk ☐
(c) Yes, on tape ☐

**14) How often do you buy PD software?**

(a) Once a month ☐
(b) Every two months ☐
(c) Every six months ☐
(d) Once a year ☐
(e) Never ☐

**15) If you don't buy PD software, why not?**

(a) I don't know how to go about it ☐
(b) I don't know what's available ☐
(c) The software's all duff ☐
(d) It's all techie stuff ☐
(e) It only comes on disk doesn't it? ☐
(f) Uh, what's PD? ☐

**16) Rate the following game styles out of 10.**

(a) Shoot-'em-ups ……/10
(b) Platform games ……/10
(c) Sports sims ……/10
(d) Beat-'em-ups ……/10
(e) Puzzle games ……/10
(f) Driving/racing games ……/10
(g) Arcade adventures ……/10
(h) Text adventures ……/10
(i) Fantasy/role playing games ……/10
(j) Simulations ……/10
(k) Strategy games ……/10

**17) How many full-price games do you own?**

(a) Under five ☐
(b) 5-10 ☐
(c) 11-20 ☐
(d) 21-30 ☐
(e) 31-50 ☐
(f) Over 50 ☐

**18) How many budget games do you own?**

(a) Under five ☐
(b) 5-10 ☐
(c) 11-20 ☐
(d) 21-30 ☐
(e) 31-50 ☐
(f) Over 50 ☐

**19) How many 'cover tapes' do you own?**
(a) Under five ☐
(b) 5-10 ☐
(c) 11-20 ☐
(d) 21-30 ☐
(e) 31-50 ☐
(f) Over 50 ☐

**20) What 'serious' software do you own?**
(a) Word processor ☐
(b) Database ☐
(c) Spreadsheet ☐
(d) Music package ☐
(e) Arts package ☐
(f) GEOS utilities ☐
(g) Programming Utility (eg, *SEUCK*) ☐
(h) Assembler ☐

**21) How do you buy your software?**
(a) By mail order ☐
(b) From an independent local supplier ☐
(c) From a high street chain (eg, Boots) ☐
(d) Down the local market ☐
(e) From car boot sales ☐

**22) Estimate the amount of time you spend using your C64 each week.**
(a) Less than five hours ☐
(b) 5-10 hours ☐
(c) 10-15 hours ☐
(d) 15-20 hours ☐
(e) Over 20 hours ☐

**23) How do you buy your copy of *CF*?**
(a) Subscribe ☐
(b) Reserved at the newsagent ☐
(c) Off of the shelf ☐

**24) What do you think we could do to improve the Power Pack cassette? Would you like more of, less of or roughly the same of the following?**

| | More | Same | Less |
|---|---|---|---|
| (a) Full games | ☐ | ☐ | ☐ |
| (b) Game demos | ☐ | ☐ | ☐ |
| (c) PD games | ☐ | ☐ | ☐ |
| (d) Utilities like *Saracen Paint* | ☐ | ☐ | ☐ |
| (e) Programming/techie tools | ☐ | ☐ | ☐ |
| (f) PD demos | ☐ | ☐ | ☐ |
| (g) PD utilities | ☐ | ☐ | ☐ |

**25) We try to make *CF* the best C64 mag ever but there's always room for improvement? So tell us what you'd like to see more, the same or less of?**

| | More | Same | Less |
|---|---|---|---|
| (a) Tape instructions | ☐ | ☐ | ☐ |
| (b) Previews | ☐ | ☐ | ☐ |
| (c) The Scanner | ☐ | ☐ | ☐ |
| (d) Charts | ☐ | ☐ | ☐ |
| (e) Reviewer intros | ☐ | ☐ | ☐ |
| (f) New game reviews | ☐ | ☐ | ☐ |
| (g) Gamebusters | ☐ | ☐ | ☐ |
| (h) Games features | ☐ | ☐ | ☐ |
| (i) Techie features | ☐ | ☐ | ☐ |
| (j) Inside Info | ☐ | ☐ | ☐ |
| (k) The Mighty Brain | ☐ | ☐ | ☐ |
| (l) Budget reviews | ☐ | ☐ | ☐ |
| (m) Competitions | ☐ | ☐ | ☐ |
| (n) Mail order offers | ☐ | ☐ | ☐ |

**26) On average, how good would you say *CF*'s cover are? (out of 10)**
(a) ....../10

**27) *CF*'s Power Pack come in snazzy little boxes. Do you think we should**
(a) Forget the box and drop the price ☐
(b) Forget the box and have two tapes ☐
(c) Keep the box, they're really good ☐
(d) Have two tapes, both boxed ☐

**28) Would you like to see more programs on the Power Pack?**
(a) Yes ☐
(b) No ☐

**29) We try to run at least one competition a month in *CF*. Do you...?**
(a) Enter them all regardless of the prize ☐
(b) Try to win specific prizes ☐
(c) Think they're total a waste of space ☐
(d) Think we should have more compos ☐
(e) Think we should have fewer compos ☐

**30) What kind of prize would make you most likely to enter a competition?**
(a) Lots of budget software ☐
(b) Two or three full-price games ☐
(c) Computer hardware (eg, printers) ☐
(d) Other games machines (eg, GameBoy) ☐
(e) Videos ☐
(f) A one-off (eg, signed artwork) ☐
(g) Other hardware (eg, TVs, CDs) ☐
(h) Cash ☐
(i) Silly items ☐

**31) Do you find our reviews...?**
(a) Entertaining ....Yes ☐ ....No ☐
(b) Informative ....Yes ☐ ....No ☐
(c) Helpful ....Yes ☐ ....No ☐

**32) Should our reviews of new games have more, less or about the same of:**

| | More | Same | Less |
|---|---|---|---|
| (a) Screenshots | ☐ | ☐ | ☐ |
| (b) Words per page | ☐ | ☐ | ☐ |
| (c) Trivia boxes | ☐ | ☐ | ☐ |
| (d) Ratings | ☐ | ☐ | ☐ |
| (e) Technical information | ☐ | ☐ | ☐ |

**33) Do you prefer...?**
(a) Half-page reviews ☐
(b) Single-page reviews ☐
(c) Two-page reviews ☐
(d) Three-page reviews ☐

**34) What do you think of the scores we give games? Are they...**
(a) Too high ☐
(b) About right ☐
(c) Too low ☐
(d) Erratic ☐

**35) When you buy a game, what influences your decision (please rate the following factors out of 10)?**
(a) You liked a covertape demo ....../10
(b) Reviews ....../10
(c) Previews ....../10
(d) Adverts in computer mags ....../10
(e) Posters in the software shop ....../10
(f) Recommended by friends ....../10
(g) On a hunch, the box looked good! ....../10

**36) Inside Info is our regular techie questions and answers slot. Do you find it**
(a) Helpful ....Yes ☐ ....No ☐
(b) Informative ....Yes ☐ ....No ☐
(c) Accurate ....Yes ☐ ....No ☐
(d) Entertaining ....Yes ☐ ....No ☐

**37) How would you describe your technical computing and programming skills?**
(a) Non-existent ☐
(b) Very basic ☐
(c) Competent ☐
(d) Strong ☐
(e) Excellent ☐

**38) Every month *CF* carries at least one special feature. What topics would you like to see covered in-depth/discussed?**
(a) The programming of games ☐
(b) The world of software publishing ☐
(c) Round-ups of similar-style games ☐
(d) Techie help for beginners ☐
(e) Techie tips for experienced programmers ☐
(f) Fun features on game characters ☐
(g) Tutorials on specific hardware ☐
(h) Tutorials on specific software ☐
(i) Round-ups of classic games ☐
(j) Don't read them ☐
(k) Don't like them ☐

**39) *CF*'s centre pages usually form a poster. Do you ever use them?**
(a) Yes ☐
(b) No ☐

**40) *CF* is printed on A4 paper – the same size as large notepads. Would you prefer wider pages (about 2cm)?**
(a) Yes ☐
(b) No ☐

**41) *CF* normally sells for £2.50. Would you be prepared to pay more for...?**
(a) Full colour throughout ☐
(b) Larger pages ☐
(c) Two covertapes ☐
(d) More pages ☐

**42) What sort of music do you listen to?**
(a) Chart ☐
(b) Techno/dance ☐
(c) Rock ☐
(d) Country ☐
(e) Indie ☐
(f) Jazz ☐
(g) Classical ☐
(h) Rap ☐
(i) Dannii Minogue (*yeuch – Clur*) ☐

**43) What's your favourite style of movie?**
(a) Action ☐
(b) Romance ☐
(c) Historical drama ☐
(d) Sci-Fi ☐
(e) Horror ☐
(f) Crime ☐
(g) Western ☐
(h) Thriller ☐
(i) Musical/Music ☐
(j) Arty movies ☐

**And that's about it, apart from the name and address type stuff. So slap those down here and then we'll know where to send your goodies if you win!**

**Name** ..........................
**Address** ..........................
..........................
..........................
..........................
**Postcode** ..........................

**If you don't want to receive details of special offers and other stuff, tick this box** ☐

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP
SPONSORED BY PENGUIN BISCUITS

# The CHARTS

## THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 SOFTWARE

**1**

STREET FIGHTER II
PLAYER 1
TIME
PLAYER 2
COMPUTER

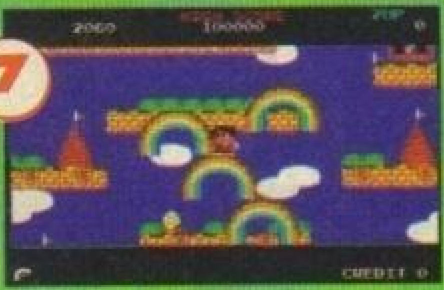
How many *Street Fighters* does it take to change a lightbulb? One, 'cos if there were any more they'd probably get into a scrap over what wattage it should be.

**3**

Stage 1
Magic 0

My barbarian's got no nose. How does he smell? Well it depends whether he spent the night in local graveyard, the pig pen or Madame Mimi's massage parlour.

**7**



Knock. Knock. Who's there? Rainbow. Rainbow who? Look there's no need to cry just 'cos it's precipitating a bit outside. Anyway, you're on the inside!

**8**

UNICORN QUEST

There was an Englishman, a Scotsman and an Irishman. Each had three apples. Two had whippets. One had a silly moustache. How many were Masons?

**14**

What did the big egg say to the little egg? "Believe me, you can't imagine what a struggle it was trying to get out of the back end of that chicken."

## CF'S TOP 80 GAMES

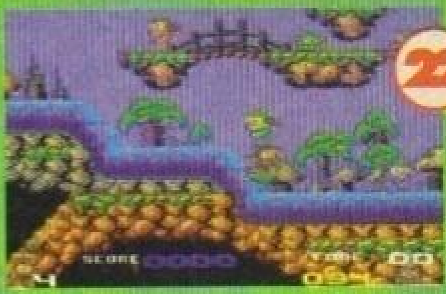
| | | | | |
|---|---|---|---|---|
| 1 | **STREET FIGHTER 2** ▶ | **US Gold** | **£12.99** | CF29 80% |
| 2 | **STREET FIGHTER** ▶ | **Kixx** | **£3.99** | CF30 36% |
| 3 | **GOLDEN AXE** ▲ | **Tronix** | **£3.99** | CF20 89% |
| 4 | **WWF EUROPEAN RAMPAGE** ▼ | **Ocean** | **£10.99** | CF29 65% |
| 5 | **DIZZY PRINCE OF THE YOLKFOLK** ▶ | **CodeMasters** | **£3.99** | CF17 91% |
| 6 | **LOTUS TURBO CHALLENGE** ▲ | **GBH** | **£3.99** | CF21 90% |
| 7 | **RAINBOW ISLAND** ▲ | **Hit Squad** | **£3.99** | CF19 92% |
| 8 | **FUN SCHOOL 2 OVER 8s** ▲ | **Hit Squad** | **£3.99** | CF27 64% |
| 9 | **AMERICAN TAG TEAM WRESTLING** ▼ | **Zeppelin** | **£3.99** | Reviewed next issue |
| 10 | **DJ PUFF** ▼ | **CodeMasters** | **£3.99** | CF22 88% |

| | | | |
|---|---|---|---|
| 11 | F16 Combat Pilot | Action 16 | £3.99 |
| 12 | Bubble Bobble | Hit Squad | £3.99 |
| 13 | Test Drive 2 | Hit Squad | £3.99 |
| 14 | Spellbound Dizzy | CodeMasters | £3.99 |
| 15 | G Souness Soccer Man | Zeppelin | £3.99 |
| 16 | Magicland Dizzy | CodeMasters | £3.99 |
| 17 | Fun School 2 6-8 Years | Hit Squad | £3.99 |
| 18 | Italia '90 | Tronix | £3.99 |
| 19 | Arnie | Zeppelin | £3.99 |
| 20 | Dizzy Down The Rapids | CodeMasters | £3.99 |
| 21 | Manchester United | GBH | £3.99 |
| 22 | Creatures | Kixx | £3.99 |
| 23 | Trivial Pursuit | Hit Squad | £3.99 |
| 24 | Champ 3D Snooker | Zeppelin | £3.99 |
| 25 | Big Box 2 | Beau Jolly | £16.99 |
| 26 | Footbal Manager 3 | Prism | £10.99 |
| 27 | RoboCop | Hit Squad | £3.99 |
| 28 | SCI | Ocean | £19.99 |
| 29 | New Zealand Story | Hit Squad | £3.99 |
| 30 | Toki | Ocean | £14.99 |
| 31 | Super Off Road | Tronix | £3.99 |
| 32 | Dream Team | Ocean | £14.99 |
| 33 | Crystal Kingdom Dizzy | CodeMasters | £10.99 |
| 34 | Emlyn Hughes Int Soc | Touchdown | £3.99 |
| 35 | Jack Nicklaus Golf | Hit Squad | £3.99 |
| 36 | Fun School 2 Under 6 | Hit Squad | £3.99 |
| 37 | Captain Dynamo | CodeMasters | £3.99 |
| 38 | Slicks | CodeMasters | £3.99 |
| 39 | Pitfighter | Hit Squad | £3.99 |
| 40 | International Tennis | Zeppelin | £3.99 |
| 41 | SEUCK | GBH | £4.99 |
| 42 | Chase HQ | Hit Squad | £3.99 |
| 43 | Summer Camp | Kixx | £3.99 |
| 44 | Bully's Sporting Darts | Alternative | £3.99 |
| 45 | Popeye 3 | Alternative | £3.99 |
| 46 | Super Monarco GP | Kixx | £3.99 |
| 47 | Gunship | Kixx | £3.99 |
| 48 | Turbo the Tortoise | CodeMasters | £3.99 |
| 49 | Op Thumnderbolt | Hit Squad | £3.99 |
| 50 | Bubble Dizzy | CodeMasters | £3.99 |
| 51 | Viz | Tronix | £4.99 |
| 52 | Lethal Weapon | Ocean | £10.99 |
| 53 | RoboCop 3 | Ocean | £14.99 |
| 54 | Multimixx 1 Golf | Kixx | £4.99 |
| 55 | Match Of The Day | Zeppelin | £10.99 |
| 56 | Silent Service | Kixx | £3.99 |
| 57 | Dragon Ninja | Jit Squad | £3.99 |
| 58 | G Souness Int Soccer | Zeppelin | £3.99 |
| 59 | The Addams Family | Ocean | £10.99 |
| 60 | Quattro Megastars | CodeMasters | £3.99 |
| 61 | Flimbo's Quest | Kixx £3.99 | |
| 62 | Pro Tennis Tour | Hit Squad | £3.99 |
| 63 | Shadow Of The Beast | Ocean | £19.99 |
| 64 | Champ Wrestling | Kixx | £3.99 |
| 65 | SWIV | Kixx | £3.99 |
| 66 | Trevor Brooking | E&J | £3.99 |
| 67 | Superstar Seymour | CodeMasters | £12.99 |
| 68 | Batman – The Movie | Hit Squad | £3.99 |
| 69 | Treble Champions | E&J | £3.99 |
| 70 | Dizzy's Excel Ads | CodeMasters | £9.99 |
| 71 | Real Ghostbusters | Hit Squad | £3.99 |
| 72 | Super All-Stars | CodeMasters | £12.99 |
| 73 | Ultimate Golf | GBH Gold | £4.99 |
| 74 | Terminator 2 | Hit Squad | £3.99 |
| 75 | Fantasy World Dizzy | CodeMasters | £3.99 |
| 76 | CJ in the USA | CodeMasters | £3.99 |
| 77 | Dizzy Collection | Codemasters | £9.99 |
| 78 | Microprose Soccer | Kixx | £3.99 |
| 79 | Combat Pack 3 | Zeppelin | £3.99 |
| 80 | Renegade 3 | Hit Squad | £3.99 |

### THE KEY

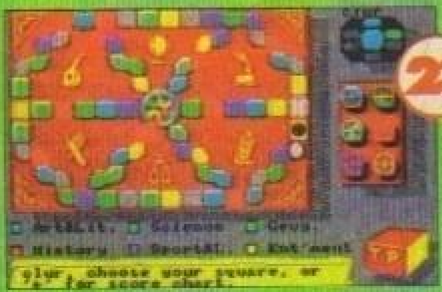
GOING UP ▲ GOING DOWN ▼ NEW ENTRY **NEW** STANDING STILL ▶

**22**



What do you call a Creature with no legs? Anything you like 'cos he can't run after you. (*Neither have snakes aand I wouldn't want to make a cobra angry – Ed.*)

**23**



Why did the chicken cross the road? Come on. This one is soooo easy. Everyone knows this one. Come on, it's for the brown wedge as well. What a complete divvy.

**26**

Did you hear the one about the Bristol Rovers striker who scored? (*Yes, we'll cut that one short on the grounds of taste – your blood won't go with the office carpet – Ed.*)

**41**

How many Essex girls does it take to write a *SEUCK* game? None. You can write a perfectly decent *SEUCK* game without recourse to an Essex girl.

**44**

Take my wife. Please. Hur, hur, hur! And while you're at it take Jim Bowen, that stupid bull and the cheapo caravan too, and don't bother bringing them back.

# WE ARE PROUD TO ANNOUNCE A MAJOR ACHIEVEMENT IN THE HISTORY OF AMIGA GAMING...

# ...EVERY AMIGA GAME EVER RELEASED - REVIEWED!

**AMIGA POWER**

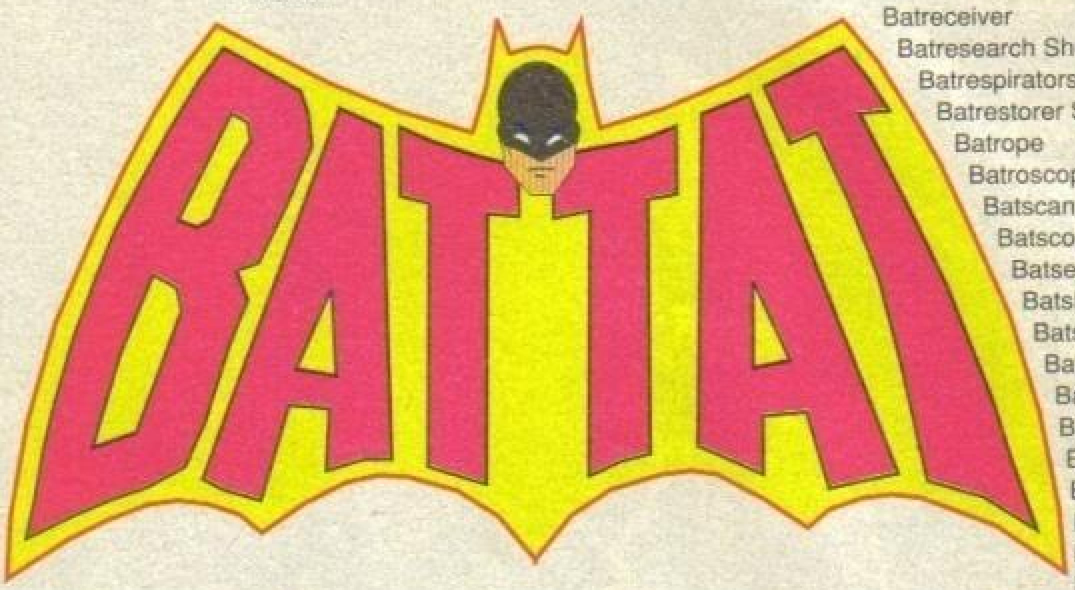
The magazine with games, games, games.

**On sale March 11th.**
**Don't miss it.**

SPECIAL SOUVENIR
BAT
PULLOUT

## THE COMPLETE LIST OF THE TV SHOW'S BAT-EXTRA'S:

Adhesive Batbombs
African Death Bee Antidote Pill
All Purpose Batbomb
Antenna Activator
Anti Percussionist Asbestos Batflax
Anti-Alvino-Ray Batdisintegrator
Anti-Bat Sonic Device
Anti-Blast Batpowder
Anti-Eavesdropping Batplug
Anti-Lethal-Fog Batspray
Anti-Mechanical Batray
Anti-Penguin-Gas Pills
Anti-Radioactive Batpill
Anti-Short-Circuiting Batelectrodes
Anti-Thermal Bat-T-Shirts
Anticrime Auxiliary Generator
Anticrime Computer
Anticrime Eye Pattern Master File
Anticrime Voice Analyser
Antifreeze Activating Solution
Antifreeze Capsule
Antigas Pill
Antimesmerising Batreflector
Antitheft Activator
Automatic Batalarm For Detecting Phone Detecting Equipment
Automatic Batcopter Batcamera
Automatic Bathold
Automatic Tyre Repair Device
Auxiliary Power Channel
Barracuda-Repellent Batspray
Bat Blowtorch
Bat Calendar
Bat Detector – Super Laugh Track Sensitivity Switch
Bat Directional Finder
Bat Make-Up
Bat MO and ID Computer
Bat Pontoons
Bat Sound-Analyzer
Bat Terror Control
Bat Wax-Solvent
Bat Weather Instruments
Bat-Extension Phone
Bat-X-Ray Deflector
Batalarm
Batalert Buzzer
Batanalyst
Batanalyzer
Batanium Shield Lining On The Batcave
Batanlyzing Gears
Batantidote Powder
Batarang
Batawake
Batbeam
Batbeam Firing Button
Batboat
Batbomb Shield
Batcamera's Polarised Batfilter
Batcapsule Dispensary
Batcave
Batcave Subterranean Blue Grotto Exit
Batcentrifuge
Batcharge Launcher
Batclaws
Batcommunicator
Batcompass
Batcomputer Accelerated Concentration Switch
Batcomputer Batresistance Signal
Batcomputer Ingester Switch
Batcopter
Batcorrectional Signal
Batcostumes
Batcrime Computer
Batcuffs



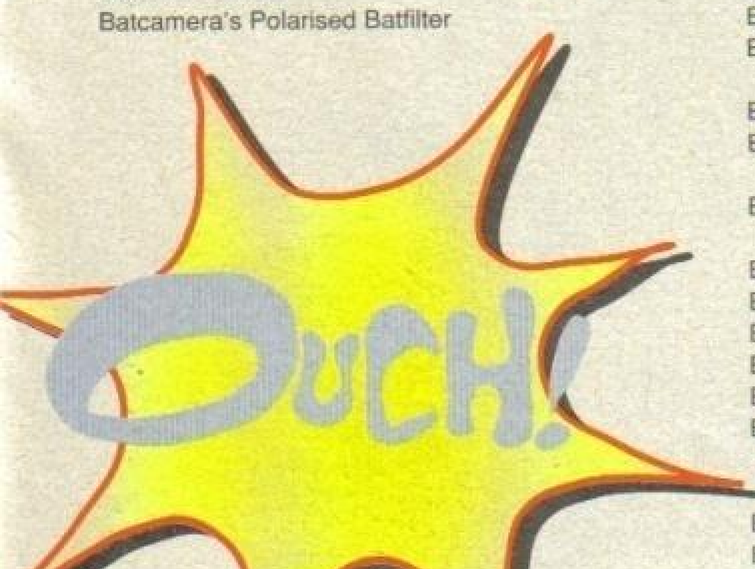
Batcycle
Batcycle Go Cart
Batdiamond
Batdolly
Batdrone Control Retriever Switch
Batdrone Plane
Batdummy Closet
Batearplugs
Batfan
Batfile
Batfunnel
Batgas
Batgas Pellet
Batgauge
Batgeiger Counter
Bathandkerchief
Batheadphones
Bathooks
Baticillin Lozenge
Batindex
Batinverser
Batjets
Batkey
Batknife
Batladder
Batlaser gun
Batmagnet
Batmagnifier
Batmissile
Batmobile
Batmobile Anti-theft Device
Batmobile Batarmour
Batmobile Bomb Detector
Batmobile Bullet Proof Windshield
Batmobile Ejection Seat
Batmobile Mobile Crime Computer
Batmobile Parachute Pick Up Service
Batmobile Remote Control
Batmobile Tracking Map
Batmobile's Super-Power Afterburner
Batnaphtha
Batnesia Gas
Batometer
Batoscilloscope Viewer
Batostat Antifire Activator
Batpellets
Batphone
Batphotoscope
Batplugs
Batpole Lifts
Batpole Negate Bruce's Costume Change Switch
Batpoles
Batprinter
Batprobe Negative Ion Attractor
Batpumps
Batradio
Batram
Batray Gun
Batray Projector
Batreceiver
Batresearch Shelf
Batrespirators
Batrestorer Switch
Batrope
Batroscope
Batscanner Receiver
Batscope
Batseismograph
Batshield
Batsignal
Batsleep
Batsound Amplifier
Batspectrograph Criminal Analyst
Batspeech Imitator
Batspot Analyzer
Batsprings
Batsuits
Batsyllable Device
Battape Reader
Battering Ram
Batthermal Underwear
Battools
Battracer
Batweezers
Batzooka
Brainwave Batanalyzer
Chemical Analyzer
Chemical Research Materials
Compressed Steam Batlift
Counter-Hypnosis Batpellets
Crime Analyzers
Criminal Business Index
Criminal Sensor Batindicator
Current Criminal Activity Bat-Disclosure Unit
Detect-a-scope
Direct Line to Warden Chritchton at Gotham City Penitentiary
Diversionary Batphone Lines
Drinking Water Dispenser
Dual Identity Batsensor
Electric Eye Looping Unit
Electronic Bugging Devices
Electronic Translator
Emergency Backup Receiver
Emergency Batcommunicators
Emergency Batpole Elevator
Emergency Battrunk Lock
Emergency Battunnel Onto Highway One
Emergency Batturn Lever
Emergency Tank of Batoxygen
Empty Alphabet Soup Batcontainer
False Inflatable Batmobile
Film Development Tank Super Fine Batgrain
General All-Purpose Antidote
General Emergency Batextinguishers
Giant Lighted Lucite Map of Gotham City
Gotham City Plans and Views
Heel and Toe Batrockets
High Energy Radar
Home Dry Batcleaning Plant
Homing Battransmitter
Homing Receiverscope
Homing Transmitter and receiver
Hypermetric Lie-Detector

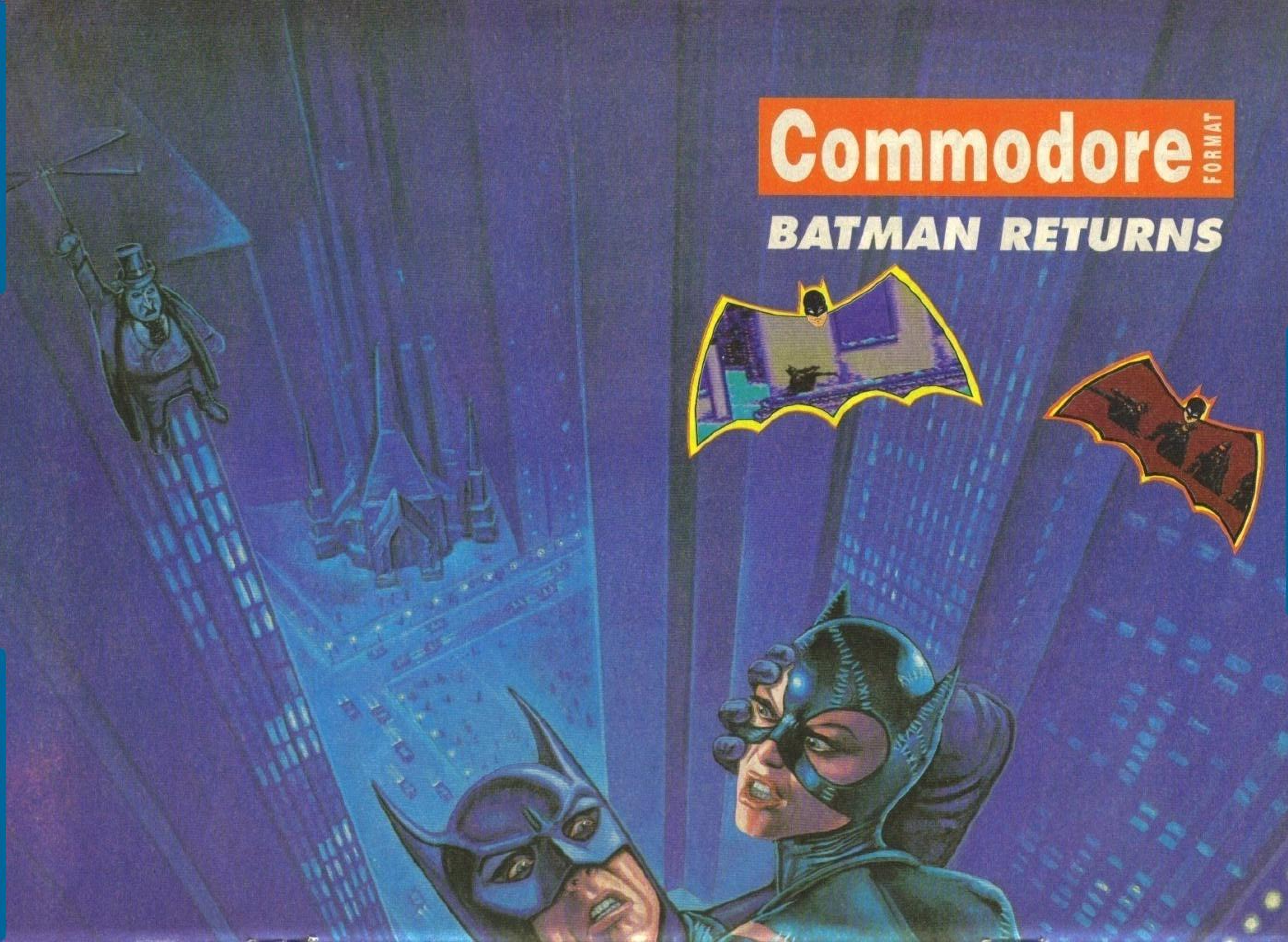
### I'LL HAVE A BAT PLEASE BOB!

**Bob Kane invented *Batman*, or to be more precise *the* Batman. He says he based the character on the established heroes of the day, like Zorro, The Scarlet Pimpernel, Douglas Fairbanks Snr and comic book vigilante *The Shadow*!**

### BATMANIA!

***Batman* (1989) was only a minor hit (this is a lie it was huge!). It took the top-grossing slot for the year, raking in a massive $240,000,000 at the box office. It didn't do quite as well on video sell-through though, with an estimated 5,000,000, of the 15,000, 000 copies produced remaining unsold.**




Commodore FORMAT
BATMAN RETURNS

Hyperspectrographic
Analyzer
Ice Batarang
Ice Batrope
Infra-red Batdust
Insecticide Batbomb
Instant Costume Change Lever
Instant Unfolding Batcostumes With Utility Belts
Insulated Batclippers
Integro-Differential Robot Analyzer
Intercosmic Two-Way Thermophone
Interdigital Batsorter
Intergalactic Recorder
International Frequency Computer
Laser Bar-Cutter
laser Beam Cutting Torch
Library Paste Bat Dissolving Switch
Lunar Scanning Screen
Magnifying Lens
Manta-Ray-Repellent Batspray
Master Batfile
Memory Batbank
Metal Analyzer
Micro-TV Batscanner
Micro-TV Camera
Miniature Model of the Batgeiger Counter
Mobile Batphone
Mobile Phone Batplugs
Mobile-Anticrime File
Morse Batcode
Navigational Aid Computer
Oceanic Repellent Batsprays
Odor-Sensometer Radar Circuit
Parachute Jettison Button
Pipe Of Fog Batreverser
Pocket Batsynchronizer
Police Radio Cut In Switch
Portable Batcomputer
Portable Batlab
Portable Batracker
Portable Freezing Chamber
Portable Ultraviolet Batray
Precious Metals Batanalyzer
Radio Frequency Generator
Radioactive Batpellets
Radioactive Mist
Recollection-Cycle Batrestorers
Remote Batcomputer Switch
Remote Batmobile Control Phase Advancer
Remote Control Batcomputer Oscillator
Remote Control Batmobile Ejector Button
Remote Radio Pickup
Retrorockets
Reversed Thermal Batlozenge
Sad Pill
Safety Batbelt
Secret Writing Detector
Shark-Repellent Batspray
Short-circuit lever of the Battransmitter
Small Echoing Seal Pulsator (Seal Batsignal)
Special Batseismological Attachment To The
Batcomputer
Special Escape Arch Criminal Batlocator In The
Batcomputer
Special Exploding Batarang
Spectrascope
State Pen Occupancy Report
Steam-Neutralising Batpellets
Super Blinding Batpellets
Super-Molecular Dust Separator
Super-Powered Batmagnet
Super-Thermalised Batskivies
Super-Thermo-B-Long Underwear
Terrestrial Scanner
Three Dimensional Batrestorer
Three-Second-Flat Batvault Combination
Unscrambler
Tracking Signal Batdeflector
Transistor Short-Wave-Radio
Ultrasonic Batray
Ultrasonic
Indicator
Underwater Batsonar Device
Universal Drug Antidote Pill(s)
Utility Belt
Utility Belt Mini-charge
Utility Belt Transmitter
Voice Control Batmobile Relay Circuit
Voice File
Wayne Manor Closed Circuit TV
Well-Known Criminal File
Whale-Repellent Batspray
Wireless Battransmitter
Wrist Batradio

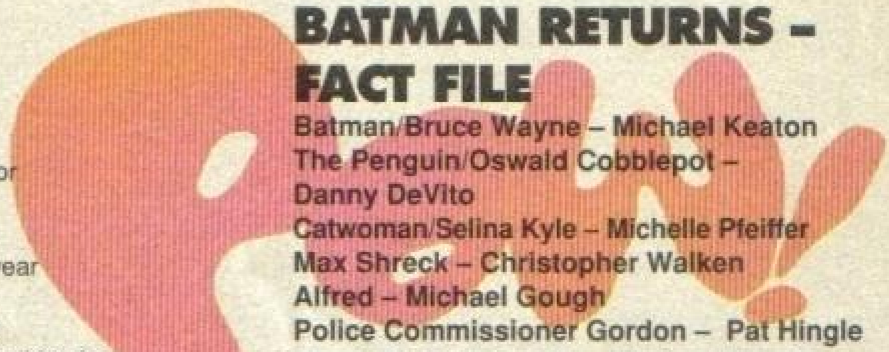
## BAT-FLICKS

*Batman* is one of the world's most filmed superheroes, appearing in a whole host of movies and television Shows. Here's where and when the Dark Knight has hit the (big and small) screen:

● 1943 – *Batman*. A cliff-hanger serial starring Lewis Wilson in the title role.
● 1949 – *Batman And Robin*. Another serial, this time starring Robert Lowery.
● 1966 – *Batman*. The film of the TV show with Adam West as the Caped Crusader.
● 1966-69 – *Batman*. The TV series with Adam West ran for three seasons and 120 episodes.
● 1967 – *Super Friends*. A Hanna Barbera cartoon series starring the voice of Olan Soule as Batman. He also appeared in the TV series *The Curse of Tut* episode, as a Newscaster.
● 1978 – *Batman*. Cartoon series, featuring the voice of Adam West as Batty.
● 1989 – *Batman*. Tim Burton brings the Gotham back to the screen with Michael Keaton as the Batman
● 1992 – *Batman Returns*. Once again Keaton kicks butt as the big B.
● 1992 – *Batman*. The Ultra-slick cartoon series makes it worthwhile getting up early (or at all) on a Saturday morning (well, almost!)

## BATMAN ODDITIES:

● *Batman* first appeared in *Detective Comics* issue number 27, 1939.
● Mark Hamill, who played Luke Skywalker in Star Wars, provides the voice for the Joker in the new cartoon series.
● Max Shreck, the name of the evil tycoon of *Batman Returns*, was taken from the actor Max Schreck who starred in the 1921 vampire flick *Nosferatu*.
● Kung Fu superstar Bruce Lee appeared in two of the *Batman* TV shows. As the *Green Hornet*'s sidekick Kato, he once popped his head out of a window while Batman climbed by; the next time he fought Robin!
● Comic Mythology insists that there are two Batmen, one on our Earth and another on on Earth 2. The one on Earth 2 married a reformed Catwoman and had a daughter (Helena Wayne). He gave up crime-fighting after he accidentally killed his wife!
● Batman's butler's full name is Alfred Pennyworth.
● The highest-rated episodes of the TV series were *The Devil's Fingers* and *The Dead Ringers*. Why? Both featured Las Vegas showman Liberace as Chandell (AKA the villain, Fingers).
● The first issue of *Detective Comics* featuring Batman sold for 10 Cents, but is now worth $20,000. And Bob Kane, *Batman*'s inventor hasn't got a copy!



## BATMAN RETURNS – FACT FILE

**Batman/Bruce Wayne – Michael Keaton**
**The Penguin/Oswald Cobblepot – Danny DeVito**
**Catwoman/Selina Kyle – Michelle Pfeiffer**
**Max Shreck – Christopher Walken**
**Alfred – Michael Gough**
**Police Commissioner Gordon – Pat Hingle**
**Mayor Of Gotham City – Michael Murphy**
**Ice Princess – Cristi Conaway**
**Chip Schreck – Andrew Bryniarski**
**Organ Grinder – Vincent Schiavelli**
**Jen – Jan Hooks**
**Josh – Steve Witting**
**Swordswallower – John Strong**
**Tattooed Strongman – Rick Zumwalt**
**Poodle Lady – Anna Katarina**
**Knifethrower Dame – Erika Andersch**
**Fat Clown – Travis McKenna**
**Thin Clown – Doug Jones**
**Snakewoman – Flame**

**Director – Tim Burton**
**Producers – Denise Di Novi,**
**Tim Burton**
**Co-Producer – Larry Franco**
**Associate Producer/Production Manager – Ian Bryce**
**Executive Producers –**
**Jon Peters,**
**Peter Guber**
**Benjamin Melinker**
**Michael Uslan**
**Screenwriters – Daniel Waters**
**Wesley Strick**
**Director of Photography – Stefan Czapsky**
**Production Design – Bo Welch**
**Art Directors – Tom Duffield**
**Rick Heinrichs**
**Set Decorator – Cheryl Carasik**
**Costume Designers – Bob Ringwood**
**Mary Vogt**
**Music – Danny Elfman**
**First Assistant Director – David McGiffert**
**Sound Mixer – Peter Hliddal**
**Key Make-up Artist – Ve Neill**
**Key Hair Stylist – Yolanda Toussieng**
**Visual Effects Supervisor – Michael Fink**
**Mechanical Effects Supervisor – Chuck Gaspar**
**2nd Unit Director – Billy Weber**
**2nd Unit Directors/Stunt Co-ordinator – Max Kleven**

## BATMAN THE GAME

So far there have been three games based on *Batman*. The first was produced by Ocean. Entitled *Batman* it was a smart isometric 3D romp (Spectrum only). The second, *Batman the Caped Crusader*, another Ocean release, was a stylish, flick-screen cartoon adventure very much in the spirit of the TV series (we printed the full solution to this game in *CF*29).

The latest of the games, yet again an Ocean release, was *Batman the Movie* and it was a real smash. Released just after the movie made the man fashionable again, it mixed platform and driving action. Konami now have the chance to follow this illustrious tradition of top-notch licences starring the Dark Knight – and so far it looks brilliant!

# Let's make a MONSTER

**It's a testing time in the development of Mayhem In Monsterland as the graphics are pieced together into level maps. John and Steve Rowlands, AKA Apex, AKA The Boyz, tell it like it is...**

Steve is at the stage where he needs to produce some test levels, so the time has come to create a map editor. It will enable us to produce the level maps far more quickly and easily than normal with the editor being written around the actual game routines – in effect Steve can design a level then quickly switch to the game to test out his latest creations. It also includes a graphics editor (of sorts) to allow any part of the level's appearance to be tweaked as necessary.

## DEXTROUS DECEMBER

### WEEK ONE

**JOHN** I've just finished preparing a version of the game to be incorporated into the map editor. I've ripped out anything Steve won't need to test his levels, leaving the essential routines which can be incorporated into the editor. These are basically the scrolling and player movement routines and will allow Steve to test that his level designs are workable. Now I've got to implement this shell of the game into the prewritten editor; this shouldn't be too much hassle as I've got the map editor from *Creatures* that I can use. In other words, I'll be keeping the map editor but substituting all the *Creatures* scroll code for the *Mayhem* scroll code.

Working late one night this week, I decided that the levels could do with some parallax scrolling so I spent an hour adding a piece of code that rolls the definition of a few characters in the opposite direction of the scroll (which gives the illusion of parallax). Now we can put a pattern in the background that moves at half the speed of the foreground, giving a greater feel of depth.

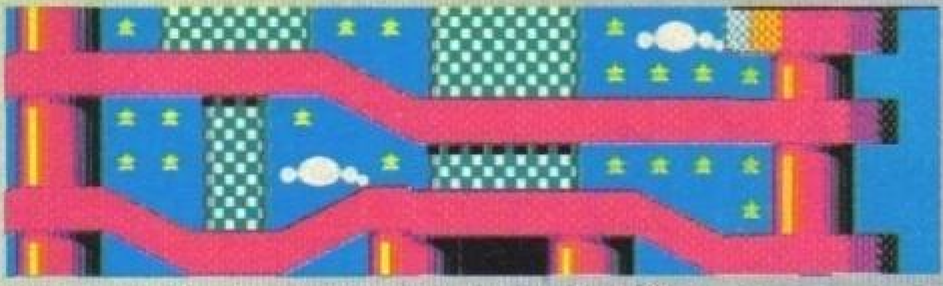
**John's having traumas with the Get Ready screen and tweaking his map editor.**

**STEVE** As John will be starting work on the Get Ready screen soon he'll need all the music and graphics for it. So now it's time to mosey on down to musicland where I can get on with a bit of Get Ready Music, which should be so happy and cute it'll make you want to chuck.

### WEEK TWO

**JOHN** I've spent a day or two tweaking the map editor taking into account hints from Steve on how it can be improved. This usually means adding little luxuries to make certain tasks easier for him (the lazy great wazzock!)

Andy Roberts has come down to stay for a week or three again, and has talked me into coding the first bit of presentation for the game – the Get Ready screen. I started coding it with the stage names and numbers at the top of the screen, the level status below and loads of happy faces flying around behind the status message. Our opinion? Pretty lame, so I ripped out the whole shebang and started again.



**The map for Pipeland has been worked out! And it's so big we've had to split it into bits to get it all in. This bit here is the last section.**

After a few days coding the mark II version of the Get Ready screen is looking as nice as a very nice thing indeed. It still has the stage number and name at the top but also has a "Mayhem Go!!" message beneath. At the bottom of the screen is the level status, and above this a rather spiffy map window. This displays a cut-down version of the current level (complete with scaled-down graphics) which scrolls along in six levels of parallax. We put it in there to indicate what the level status is – if the graphics are dark and gloomy then the level is in Sad mode, but if they're bright and colourful then the level has been changed to Happy mode.

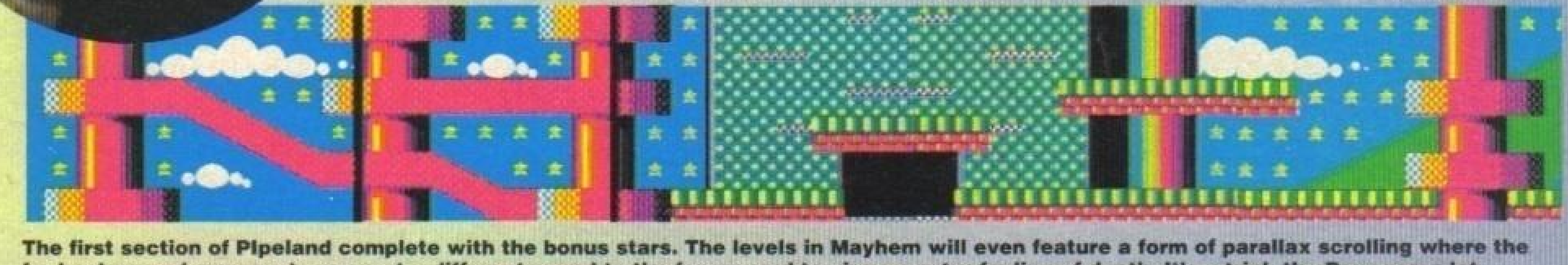
**STEVE** I've not had much success down in groove-town. John will have to put up with a temporary bit of music until I sort out some decent sounds. Now I've knocked that on the head I'll start the graphics for the Sad and Happy versions of the Get Ready screen. They'll use characters and sprites to build up the mini-parallax version of the levels. Thankfully these graphics don't take long to design because I just copy what I've drawn from the level. Me, a work-shy fop? Never!

This morning I had an idea for an explosion to put in the game, so I stopped what I was doing and loaded up the sprite editor. It starts off as a small star and gets larger until it fills the whole sprite – when it does it shatters into smaller stars that fall to the ground – and jolly nice it looks too.

### WEEK THREE

**JOHN** The first day or two of this week I spent touching up the Get Ready screen. I've typed up all the colour cycling tables which are used to colour the on-screen text. I've also written the small collection of routines that set up the current level with the appropriate attributes so that when the player (that's you, that is) presses the Fire button to enter the level, the correct bank of graphics, colour table and so on are used.

I've made it possible to jump back to the Get Ready screen from the game, also select-



**The first section of Pipeland complete with the bonus stars. The levels in Mayhem will even feature a form of parallax scrolling where the for background appears to move at a different speed to the foreground to give an extra feeling of depth. It's a trick the Boyz use a lot.**

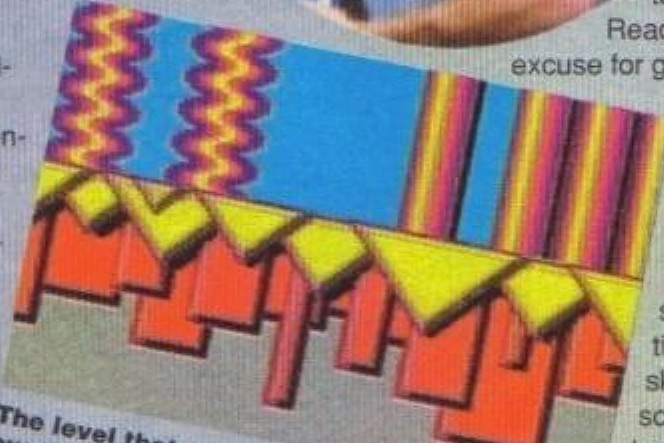
ing whether it should appear in Sad or Happy mode, thus enabling me to jump from Sad and Happy versions of my test level whenever I want. As the saying goes, convenience is the mother of… erm… baby convenience.

The rest of the week was spent transferring our music player into the game and uploading the temporary pieces of Get Ready music Steve has written. There will be two for Get Ready, one for Sad and one for Happy. We want the Sad one to be more spooky than sad, to create a frightening, blood-curdling atmosphere as you enter the stage. The Happy one should be a sort of 'go forth and maim' tune getting you in the mood to battle against the denizens of Monsterland.

**STEVE** The Get Ready screens looked okay but I thought that the sad mountains – which scroll along at the back of the parallax – could use some shadows, cast by the light of the moon. I've also touched up the rest of the characters and sprites.

Steve's got three levels on the go now.

It's now time to go back to the drawing board (literally). A mental block over new level designs is soon solved by sketching out loads of ideas, some of which are uncoolness itself, but others have potential. So the latest platforms are based on isosceles triangles along the top with lots of rectangular shapes hanging down behind. This looked good on paper; John and Andy thought it looked nifty on-screen; I wasn't so sure.


The level that you'll never see. Steve wasn't overly keen on this design so it was out.

Some of the other ideas on paper still appeal to me with some spotty platforms and spotty backgrounds being the best. I'll leave these until next week to put into pixels, 'cos John keeps nagging me to touch up the Happy Get Ready graphics.

## WEEK FOUR

**JOHN** Typical. Just typical. *Mayhem In Monsterland* has a fabbo Get Ready screen, but this fabbo Get Ready screen is corrupting the game. Every time I press Fire the game locks up. Damn. Now I've got to sift through hundreds, no thousands of lines of code to find this 'king of the bugs'.

Got it! After a considerable amount of tracing through my code, I've finally found the problem. It's to do with the full-screen scroll that I put in late last week. This is used to bounce the Get Ready section up on to the screen (and looks dead cool). When you press Fire, the screen drops back off the bottom, and it was this bit of code that was ruining the game. I'm still not sure why, but when I make the Get Ready screen jump straight to the game, it works every time. Ho, hum, no-one will miss it, I suppose.

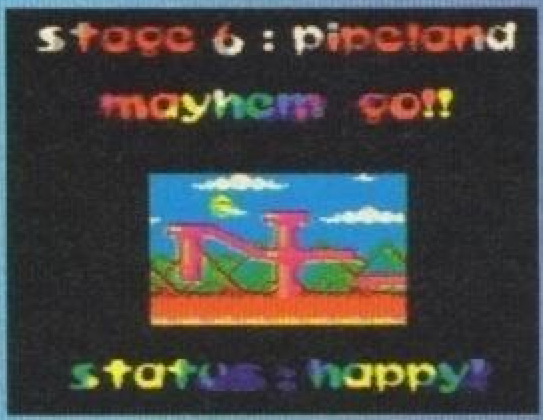
As I was already sorting through lists of print-outs I thought it would be a good time to check out my source listing for the scroller (the largest routine in the game). I went through cutting out memory here and there, and ended up saving not just a bit, but a massive amount of processing time. Now I have a scroll routine which takes up about a third of the processing horse-power it previously took as well as a neat Get Ready screen and a decent excuse for getting a tad tipsy tonight.

**STEVE** Now's the time for spots! Big ones, little ones, all sorts of shapes and sizes. I even based one on a huge spot I once saw on John's nose. It's time to start converting my sketches of this level into on-screen graphics. Once the basic design of the platforms was done, I realised that I could easily put a colour split across the middle (*see CF29 for a full explanation of colour splits, but basically they give Steve more colours to play about with – Ed*). The editor I'm using at the moment won't handle splits, though, so I have to put the platforms into blocks, then load the blocks, the character set and the character colours into our (brand new and rather excellent) custom-made map editor. Next I design a quick map to try out the platforms then type in the raster tables to split the platform colours. The result is good enough for me to carry on with the level, which is handy as I've just had a jolly spiffy idea for a type of Happy tree.

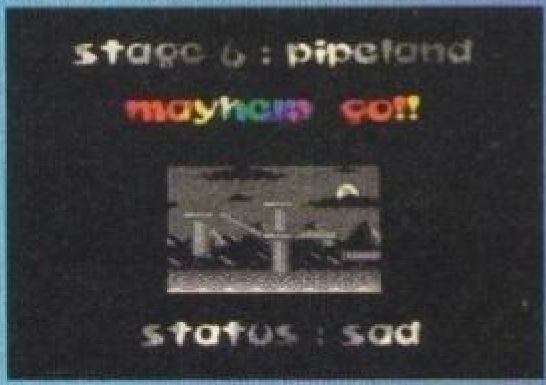
This tree uses our special technique for adding depth to the level; using the C64's priority flag we can make Mayhem go behind the trees but still in front of the two layers of mountains. I've done a test version with the colours and priorities but have yet to put the graphics into blocks and load them into the map editor. This means that, for the moment, I can't see how the graphics look when incorporated into a level – Mayhem will have to stay in Pipeland for another couple of weeks.

## ARE YOU GETTING READY FOR THIS?

**We include Get Ready screens in our games not only to tell the player to Get Ready for another go, but also to act as a pause/rest period between lives, which can be handy if you're playing a rather hectic part of the game. The Get Ready screen can also be the perfect place to display in-game info. When we designed *Creatures* we thought it would be a good idea to show the player where they were going to start on the level. With *Mayhem* we've decided to show the player the current status of the level (either sad or happy).**


stage 6 : pipeland
mayhem go!!
status : happy!

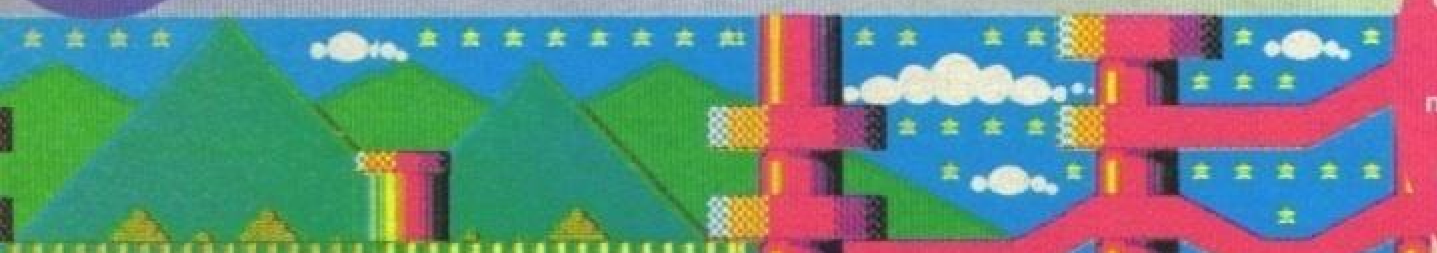
If you see this Get Ready screen then you're doing pretty darned well.

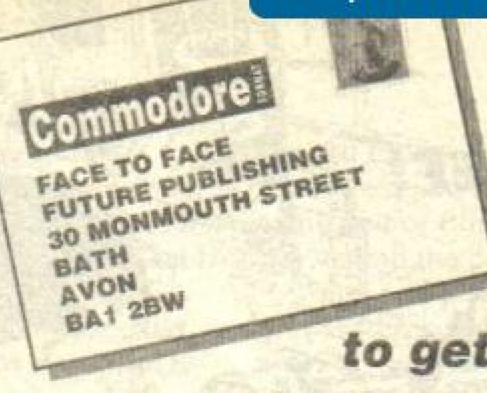

stage 6 : pipeland
mayhem go!!
status : sad

But if this screen greets you, then things are not going swimmingly.

## NEXT MUNF...

Why not join us next month? Why? Well, for starters we'll be introducing you to some of Monsterland's inhabitants who will be only too happy to decrease your lives. And now that Steve has a few levels underway, you can sit back and watch Pipeland, Cherryland and Spottyland begin to take shape. Oh alright then, enough of waffle... PLEASE READ NEXT MONTH'S DIARY.


The middly bit of Pipeland. This is, of course, the happy version of the level, the way it should look when you've done your job properly. Otherwise things will look a bit dull and overcast.


Commodore FORMAT
FACE TO FACE
FUTURE PUBLISHING
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BATH
AVON
BA1 2BW

# FACE TO FACE

**Ken Lockley will do anything to get publicity for Ocean games. He'll even subject himself to intrrogation by CF readers.**

Public Relations is what PR stands for, as in, "Ken Lockley, Ocean's PR person". What that means is that it's Ken's job to let the public know what Ocean is up to. In other words he pesters us lot all the time to make sure we cover all the company's latest releases (among other things). So he leapt at the chance to take part in Face To Face and answer questions set by you lot. It's more exposure for Ocean, y'see. What a creep.

**How did you get to be a PR person?**
***Nigel Grant, Bedminster***
Well, I was based in the technical department at Ocean when the job of PR person became available. I was offered the job which I took and the rest is history. I suppose it was a lucky break because not many jobs appear within the company and if they do people are usually bought in from outside.

**What do you have to do as a games tester?**
***Keith Humphries, Glasgow.***
A games tester's job is a very enjoyable one but it can get extremely monotonous due to the fact that you could be playing the same game for up to four months. It's also a very important job and the people who are selected to do it must be reliable, hard workers and, most of all, dedicated.

**What computer did you have as a kid?**
***Gerald Linney, Ashford, Kent.***
I started off with a 48k Spectrum which I thought was excellent. I used to play *Manic Miner* for hours and also *Skool Daze*. Then one night I visited a friend's house and he had a C64 which I thought was fab. The next day I went out and bought one. *International Karate* was a favourite of mine. The music was great and the game was too. *Hyper Sports* was another one in my collection. I just used to load the tape and then, when the music started on the loader, I would stop the tape and listen to the extended music which was and still is some of the best music I've heard. *Monty On the Run* was another favourite. The game was faultless.

Since then I have had a couple of Amigas, a couple of Mega Drives and at the moment I have got a Gameboy and a SNES.

Just one last point – my all-time favourite computer has to be the good old Commodore 64. (*Aw, shucks, Ken – Ed.*)

**Why's the company called Ocean?**
***H Mortimer, Southend.***
Well, as you probably know, we are based in Manchester and the company began life in a warehouse on the banks of the River Irwell. The building had previously been owned by the Ralli brothers, who were well-known shipping magnates, so it seemed that Ocean was a natural choice for the new company's name. It also helps that Ocean is a word that's comprehensibl in most languages around the globe.

> My all-time favourite computer has got to be the Commodore 64.

**Will Ocean carry on releasing new games for the C64?**
***Jason Wagstaff, Llandudno.***
We have got *Sleepwalker* coming out very soon for the C64 after that things are looking a little quiet on the old C64 front. But later on in the year we can expect a couple of biggies.

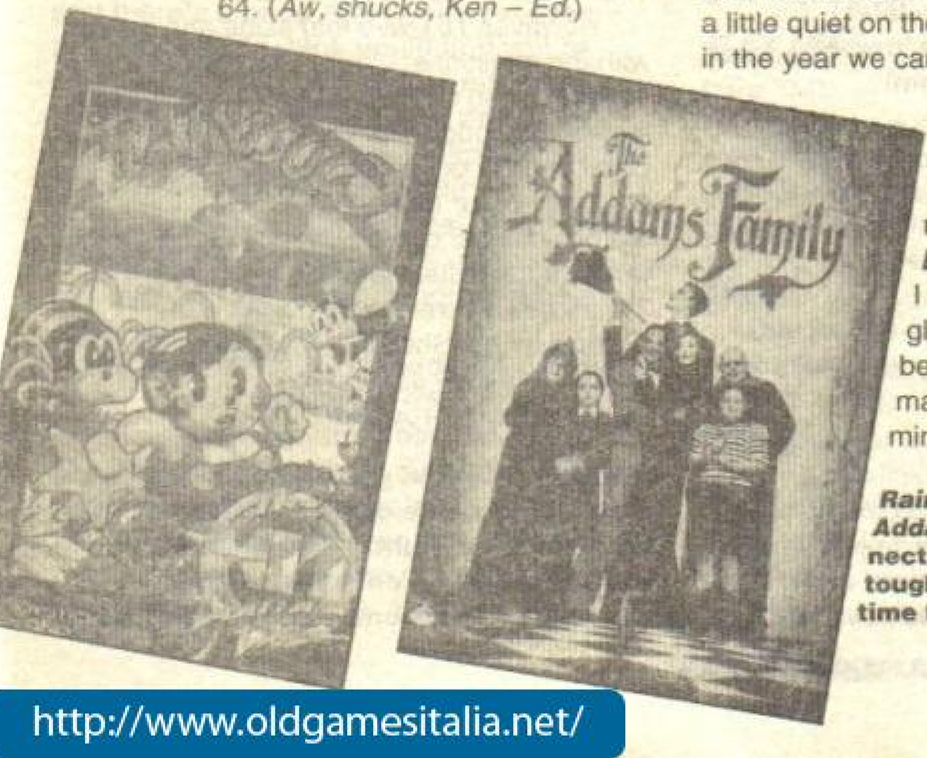
**What do you think are the best and worst games that Ocean has released, and why?**
***Emily Robb, Fossebridge***
I don't think I can name a single game that I think is the best because there are so many good ones that come to mind. My personal favourite has got to be *The Addams Family* and *Parasol Stars* – oops I never could count. The reason for my choice is summed up in one word – playability and variety. As for the worst game we have produced, have we ever produced a bad game?

I would also like to add *Rainbow Islands* to my all-time classic list.

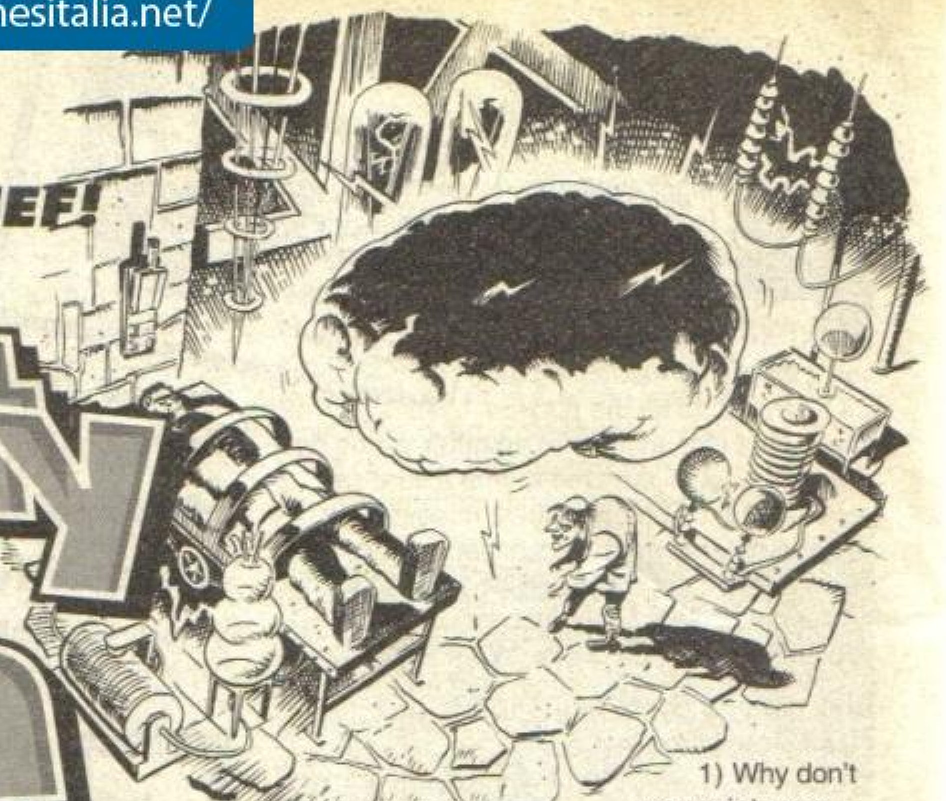
**Why do some magazines refer to you as Karate Ken?**
***Alan Geering, Winstanley***
I can't remember any magazine saying this, but I do practice karate. I've been training for nearly 12 years. I was on the junior British squad. I enjoy training because it keep me fit and the off the streets. (That was a joke.)

**What's your favourite joke?**
***Alex MacKinnon, Sketty.***
Q. How many surrealists does it take to change a light bulb? A. Fish. (*There were two more jokes, but they were unprintable, so consider yourselves lucky – Ed.*) How about the readers' sending in their favourite jokes? (*Uh-oh! I don't think Ken realizes what he's just said. – Ed.*)

**● There are only two more members of the Face to Face panel to go – Kelly Sumner (Managing Director of Commodore UK) and Jeff Minter (top bod at Llamasoft). So if you want to put either of them on the spot, send your questions on a postcard or sealed down envelope to the Face to Face address above.**



***Rainbow Islands* and *The Addams Family* – spot the connection. Okay, it's a bit of a toughie; theytwo of Ken's all-time fave games**



## HORROR BEYOND BELIEF!

# The Mighty Brain

CERT X

**So you think you're clever, do you? Well think again! All the thoughts of all the brains in all of the world can't match the cerebral power of the Mighty Brain! To get this cognitive titan working for you – for the mere price of a stamp – just drop a line to TMB, C/O Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**

## CU JIMMY!

Hello all you mighty ravellers (*? – Ed*) at *CF* (especially TMB),

How are you? I am a MIGHTY fan of your mag and have read it ever since I've had my C64 (about three months). Anyway, let me get down to business:

1) My mate's got an Amiga and I was looking through this magazine that he buys, *CU Amiga*, and in it I saw a preview for *Creatures*. I thought you said *Creatures* was out on the C64 only? Who's right?

2) In *CF*1 what games and demos were on the Power Pack?

3) Will this win letter of the month?

4) At *CF* how many games do you buy? Can I have all the unused ones? PLEASE!

5) Am I boring you?

6) Are any of the screen shots of games that you print in the mag taken from other computer formats?

*Liam Rowntree, Gnosall.*

PS Do you have any computer gags?

**1) So far *Creatures* has only ever seen release on the C64. There was talk of it coming out on the Amiga a long time ago – back in the days when Trenton was Games Ed of *Amiga Format* – but so far it hasn't happened. By the way, Trenton insists that I say, "Tell your mate to try *Amiga Format*. It's the biggest and best-selling Amiga mag in the world!"**

**2) *Revolution*, *Tau Ceti* and *Rebel* were the full games, *St Dragon* and *Off Road Racing* were the demos.**

**3) Unlikely, in fact improbable, no.**

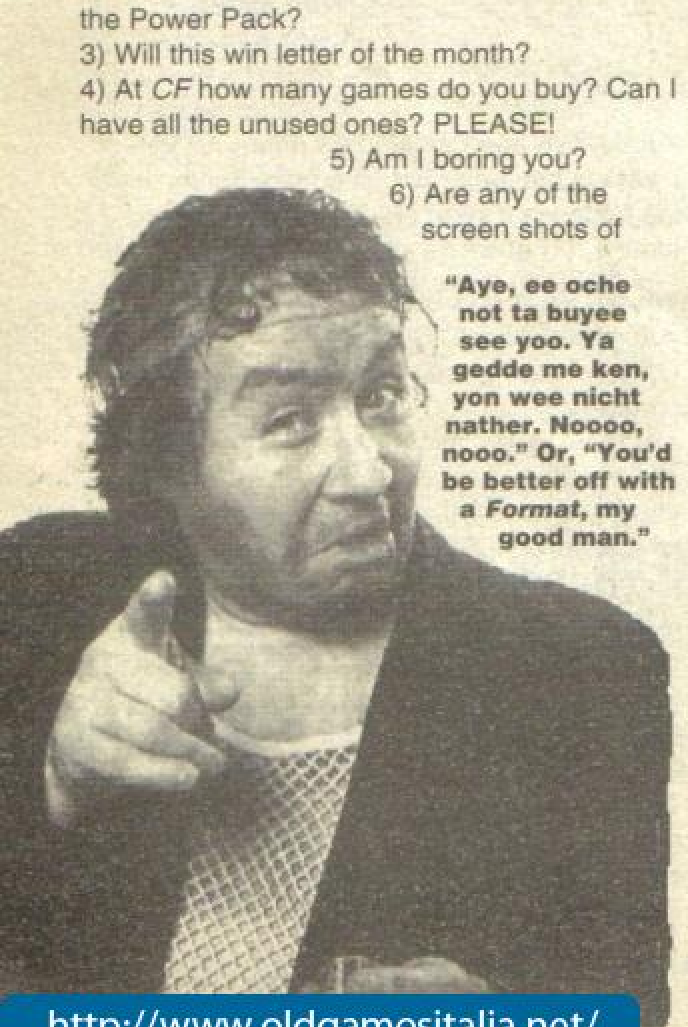
**4) It's actually quite rare that *CF* buys games; most are sent to us by the publishers. Once we've reviewed them we can't give them away because we may need them for screen shots later – for Gamebusters or the Charts, perhaps. Anyway, we like to play them!**

**5) Nah!**

**6) When we do use screen shots from other computers – say last month's *Trolls* preview – we always state the fact clearly on each screen shot in question.**

***TMB***

**PS Spectrums, Sam Coupés, CPCs, the STE, the Amiga 500 Plus – you want more?**



**"Aye, ee oche not ta buyee see yoo. Ya gedde me ken, yon wee nicht nather. Noooo, nooo." Or, "You'd be better off with a *Format*, my good man."**

## MEN ONLY

Dear Sir/Mrs/Miss,

I am writing to you for some information about magazines for a GCSE project which will cover some 30 per cent of my exam so could you help me as much as possible?

1) Why don't you print more pages of playing tips?

2) Why don't you make a magazine for both boys and girls to enjoy?

3) Please could you send me some information regarding advertising in you magazines?

*Darren Smith, Birmingham.*

**1) At the moment we give 10 whole pages to playing tips every month, that's a fair whack of the mag. We try to give everybody a fair crack of the whip, be they techies, budget games fans, full price folk or older gamesheads.**

**2) WHAT! I hope beyond hope that the magazine I work for is for everybody regardless of gender, nationality, creed, colour, political persuasion, preferences, income group, favourite food, in fact anyone who's got a C64. The only thing I will tolerate is a bias in favour of a certain Bristol Rovers FC.**

**3) This is an exception, but you should have it by now.**

***TMB***

## SENIOR DIMENSIA

Dear TMB,

I agree with Stuart Sams (*Barbie CF*24) in that you've changed since the old *CF* crew left. The evidence for this is that way back in *CF*8 in a reply to a letter from Patrick McKinney you stated that, "I think Speccy Frames does a good job." However in *CF*28, in an answer to Lee Mullins' letter you called Roger a, "freckled fool!" This is one of the nicer things you've called him. In *CF*25 you called him, "spaghetti head". This means that TMB is a member of the *CF* crew!

However, I'll leave that aside and get on with the questions.

1) Why doesn't the Ed let Roger's dog Debit, review the budget games instead of Roger? Debit doesn't get his fair share of *CF*!

2) What is your (and the rest of the *CF* team's) opinion of the Nintendo Game Boy? I think it's absolutely fab!

3) The new Power Rating boxes are the wrong way up! Shouldn't the uppers be at the bottom, like they used to be?

*Andrea Booth, Droylsden.*

**I may be the most powerful thinking machine this side of the Crab Nebula, but I do reserve the right to change my mind. In the early days I'd only been working with Roger for a few months, and I thought that**

**he would develop his writing and personal skills to a fine degree. It now seems that this hasn't been the case and that, for the first time in a good few millennia, that I could have been wrong! My anger at this error has been rather irrationally focused on Roger. Hence the tirade of abuse – it's such a wasted talent!**

**1) Debit do reviews? There's a neat idea. He would be cheaper and could probably write better than Frames.**

**2) The Game Boy's a laugh, and like the Game Gear an excellent way to waste those boring hours on long bus journeys. Personally however, I would recommend a good book to kill those travel blues – they don't need batteries.**

**3) That was one of the primary reasons we changed them! We thought that the good bits, the Uppers should be on the top and Downers, down below! We thought it made more logical sense that way.**

***TMB***

## UZI THINK HE IS?

Dear Mr Thomas Martin Bell,
Hello! I'm Pat... Postman Pat,
I drive a red van, got a black cat,
Wear a blue hat, written on it 'Pat',
This rhyme's tat, like what you wear,
So I'll stop here. (It doesn't rhyme, who cares?)
Now the important questions:
1) How are they going to fit all the moves on Commodore joystick in *Street Fighter 2*? They had so many in the arcade.
2) Is anyone planning a *Mario*-esque type game for the C64?
3) Can you get the speed of *Sonic* or other fast games on the C64?
4) Is the Rowlands' *Mayhem In Monsterland* any good (at the moment)?
5) Have you got any pets?
6) Lisa Nicholls isn't rich! I saw her visiting Tesco's in a 'V' reg Mini.

I bet you Roger Frames life savings' that you don't print this.
*James O'Leary, Chatham.*
PS Bring back the old review box!

**1) First and foremost, read the review in *CF*29. I know it was written by our Ed, but apart from that it covers this very topic. To summarise, it has a large number of moves and relies on joystick combinations rather than specific button presses. The essential ones have been retained and there's a good mix of other moves.**

**2) The nearest I think you'll find will be *Mayhem in Monsterland*. For full details on that see answers 3 and 4, and page 37.**

**3) Again *MIM* aims to take inspiration from both these major games styles.**

**4) We only work with the best. For the up-to-the minute pics see p.37, or just take my word for it that this is going to be a really classy game.**

**5) No, we sold our Commodore PETS and 16 Plus when we started *CF*.**

**6) This evidence alone does not dispute her wealth. For starters, even rich people need to eat, hence Tesco's. And then there's the Mini – just because she's mega-rich doesn't mean she has to have a flash motor all the time. Maybe she wanted to travel incognito. Besides, I asked her, and she said that while she owns half of Chatham, she's never actually visited the place.**

**Hah, one printed letter! That's cost grin-features the princely sum 17 pence!**

***TMB***

**PS We would if we could, but it's been retired. It's now at a rest home for aged scoring systems, living happily with John Snow's Swing-O-Meter, the *ACE* Predicted Interest Curve and the two-points-for-a-win FA league system.**

## ENIGMAS!

Dear TMB,
Could you answer a few questions?
1) I can't get hold a copy of *Bubble Bobble* on tape. Could you give me a telephone number of a supplier?
2) You keep on saying things like 'games code' and 'game code'. Why don't they use BASIC and what is the key to game code?
*Mark Whicker, Magdalen.*

**1) *Bubble Bobble* is available in a number of different compilation packs. The best value one is probably the *Rainbow Collection*, which stars *New Zealand Story*, *Rainbow Islands* and *Bubble Bobble*. But if you've already got one of these games then give the Hit Squad a bell (☎ 061 832 6633) and they should be able to help you.**

**2) When I talk about game code, I'm personally just trying to use a different word for 'program'. I call it code because it is written quite literally in code, which can be effectively broken down and understood by both the programmer and the machine. And programmers don't use BASIC for the simple reason that while it is relatively easy for you humans to understand, it takes time for the C64 to work it out, and therefore slows down the program. Games need to run as fast as possible and therefore have to be written in the most effective language for the computer.**

***TMB***

## JOKING APART

Dear TMB,
I've got some questions for you and if you don't answer them I'll buy a Speccy and play on it all through the night! (*Er, who's the loser there? –TMB.*) Right here we go!
1) Are you male or female?
2) Which C64 game has the best SFX?
3) Here are some jokes to cheer up the *CF* Crew (*What makes you think we need cheering up? – TMB.*)
i) Did you hear about the Frenchman who lost his beret in a field of cowpats?
He tried on 23 before he found it!
ii) Two pigeons were flying over a car showroom when one said to the other, "Let's put a deposit down on the Porsche".
iii) First Cannibal: "I don't like my neighbour?"
Second Cannibal: "Neither do I – let's put more ketchup on!"
*David Chamberlain (extremely funny person) from Manchester!*

**1) Strictly speaking I am neither a he or nor a she in terms of your Earth genders. You must remember that because this is the way that YOUR species has evolved, it isn't necessarily the case that ALL species will evolve in a similar way. For ease of communication, though, consider me a 'he' – otherwise you know how tricky those impersonal pronouns can be!**

**2) What?! No sooner have you asked about my gender, than I read this filth! What C64 game has the best sex? I'm shocked, appalled! I know, but I'm not telling you until you're a lot older, young man... oh, I see, SFX... sound effects...**

**3) Please, whatever you do, don't send in any more gags like that!**

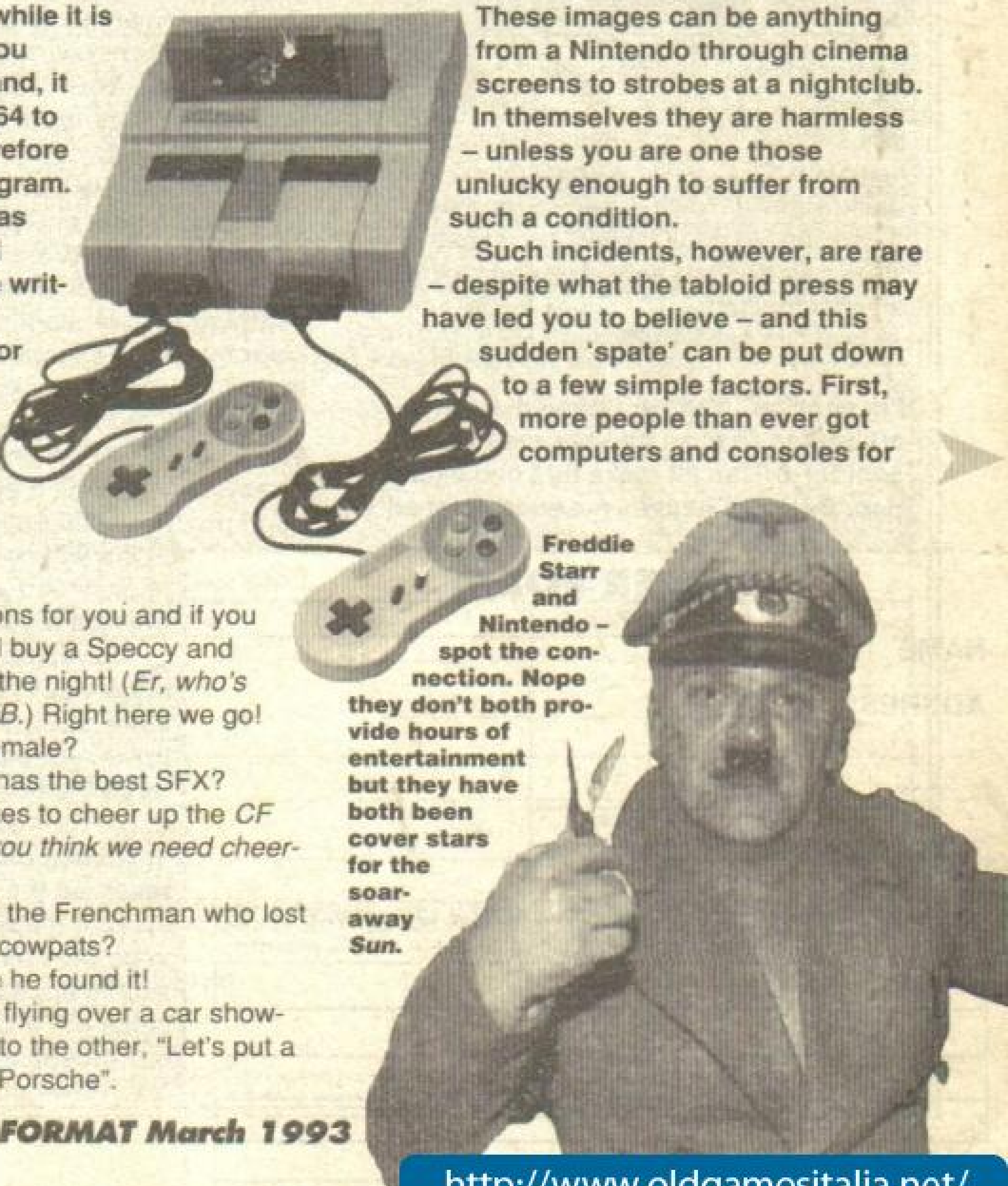
***TMB***

## STORM IN A TABLOID

Dear TMB,
I've just watched a report on the news today about kids having fits after playing Nintendo games. Does this kind of thing happen with the C64? If so, why hasn't this been bought to the public's attention in the past?
*Peter Weir, Kennington.*

**This whole incident was very much a storm in a tea-cup. First, let me explain a few facts, all of which have been public knowledge for quite a while. Any bright image flashed at a very high speed, stands a remote chance of triggering a 'fit' in people susceptible to such fits. These images can be anything from a Nintendo through cinema screens to strobes at a nightclub. In themselves they are harmless – unless you are one those unlucky enough to suffer from such a condition.**

**Such incidents, however, are rare – despite what the tabloid press may have led you to believe – and this sudden 'spate' can be put down to a few simple factors. First, more people than ever got computers and consoles for**



**Freddie Starr and Nintendo – spot the connection. Nope they don't both provide hours of entertainment but they have both been cover stars for the soar-away *Sun*.**

Christmas, and they would probably have played pretty intensely on them for the first few days perhaps playing well into the night and not getting enough sleep. And not all the illnesses attributed to 'Nintendo' may have been the machines' fault. People often get very, erm, 'tired and emotional' at Christmas, eating and drinking far too much, if you catch my drift.

To be safe, though, take a few basic steps and you should be fine. Don't play games in a room where the screen is the only light source. It may look great in the dark, but it's murder on the eyes. Take regular breaks from the screen. It only takes a few minutes to get your eyes back in shape – make a cup of team or something. Finally, try to get outside every now and again – go for a walk, ride your bike, nip down to scenic Twerton for a Rover's home game....

**TMB**

## CHANGING PROGRAM

Dear TMB,
1) When coders program a game for the C64, do they program on 64s or strictly use work computers like PCs?
2) Don't you think you're a bit hard on Roger?
3) Sailing is my favourite sport – are there any sailing sims for the C64?
*Someone who doesn't know his name.*

**1) Normally games are not coded on the system they are intended for. The reason is one of size. You want the finished program to make maximum use of the space available, but by the nature of things the first time you write a program it tends to be large and inefficient. Then you prune it so that it gets tighter and leaner. PDS (Programmers Development System) is a system which links a PC to a C64 via a cable. The code can then be 'squirted' down the wire on to the C64 for testing.**

**2) NO, NO, NO. Take a look at the next letter for the full truth of 'Bighead's' failings.**

**3) Well, there was *Sailing* from Activision, which was OK. It is quite old, though. Well, very old in fact.**

**TMB**

## CRASH AND BURN!

**One mission at a time is all you get in the new tape version of the classic chopper sim *Gunship*.**

Dear TMB,
I have sent you my copy of *Gunship*. It is the fourth copy I have had and all of them have been exactly the same, as regards incompleteness. This particular copy, as you can see, was sent to me by the US Gold testing department, with a brief but confusing note.

I play my C64 everyday and *Gunship* is one the best simulators I've seen. It's a pity it's not complete, otherwise it might be higher up the chart. It doesn't look good for a big name like MicroProse to be flogging dodgy games does it?! Well they are!
*Ady Alton, Eastwood.*

**First things first, – or, more specifically before MicroProse's Managing Director 'Wild' Bill Stealy comes round the *CF* offices – the version of the game you're talking about is by Kixx. As regards the game, though, something *does* appear to be awry.**

**I scanned the disk version original and the new tape version. The differences I found were interesting. On the disk version once you've destroyed both primary and secondary targets, flown back to base and landed, the mission terminates with an assessment of your skill. Then you're offered the chance to save the pilot for later use.**

**On the Kixx tape version – the game couldn't be re-worked as it was written over nine years ago! – the company has had to release a version which only allows you to play single missions and in which you are unable to save pilots. Therefore you are forced to re-boot your C64 and load the game from scratch again after every mission, which is why it hangs up when you've finished.**

**This should have been spotted at the review stage. However it appears that young 'flake' Frames never completed a mission so he never found out about this flaw. In his defence this fact was never made obvious on the packaging, but he should have spotted it in anyway. Apologies (and shame) from the short one.**

**TMB**

## SMALL ADS PLUG!

Dear TMB,
I'm in the process of, I'm sorry to say, upgrading to an Amiga 1200 and find myself with hordes (well 27 actually) of *CF* back issues. I've got the lot, from 1 – 27 complete with covertapes and free gifts. Now I'm moving over to another machine it seems silly to deprive other Commodore fans of a complete *CF* collection. So if anyone out there wants to buy my magazines they can telephone me on 0905 640593, after four on weekdays and any time weekends to make an offer for them.
*Ashley Thomas, Worcester.*

**I'm shocked! But I suppose that as you are willing to pass on your mags to another *CF* fan I'll make this one exception. Besides, it gives me another chance to plug our new small ads section. As I mentioned last month, from now on you'll be able buy, sell and barter thangs via the pages of *CF*, the biggest-selling Commodore mag in the multiverse.**

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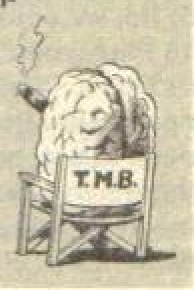
## THE END

**And they think it's all over – it is NOW! Well that may wrap it up for this month, but TMB will be back next month with the slickest, leanest and meanest letters pages this side of Io. To ask a question, raise an issue or just to express your point of view, just drop him a line C/O *Commodore Format*, 30 Monmouth Street Bath, Avon, BA1 2BW. Unfortunately, TMB can't answer questions in person, so please DON'T send him any SAEs, but the wittiest, wildest and most wonderful letters will be printed here every month.**

**Before I go. Andrew Squires of Chorley, there's no mistake, the game was released in July 1987 and it was really rather poor.**



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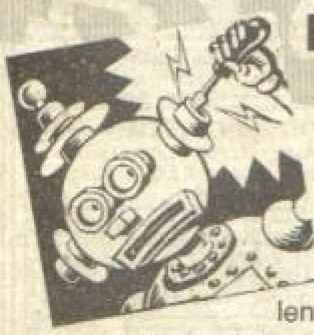
# INSIDE INFO

**There are some mysteries that aren't meant to be solved. Corn circles. Poltergeists. Take That. Getting the C64 to do what you want it to. But Jason Finch has studied the arcane arts, so if you want to know the spells, rituals and runes to cast out those techie troubs write to Inside Info, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.**



## POOR REACTIONS

Dear Inside Info,
I'm 12 years old and have a Commodore 64 and every single copy of your excellent magazine. You are constantly giving POKE cheats for use with an Action Replay cartridge and giving instructions for its use. When my parents bought this second-hand C64 there was a Final Cartridge 3 with it, but after pressing the 'Freeze' button I have never been able to enter any POKEs and end up losing the game. Can this cartridge be used for entering POKE cheats and if so how do I go about it?
*John Cooper, Yorkshire.*

**This is a strange one, because the manual for the cartridge says you can return to the game once you have 'frozen' it but I can assure you that it's just not possible. Spooky, huh? Or just a plain badly-written manual? It has been known. The Final Cartridge 3 is aimed more towards programmers, so unless you fancy rewriting the games yourself so that you can win, it's not really much use. Frankly your best bet is to sell it and buy an Action Replay cartridge from Datel Electronics in Stoke-on-Trent instead. The number is 0782 744707. The AR cartridge has more than adequate facilities where games cheats are concerned.**

## TIME TO CLOCK ON

Dear Inside Info,
Is it possible to have the system clock displayed permanently on the screen? When I'm programming I find it useful to have the time on show, but the only way I know how to do this is to enter PRINT TI$ each time I want to see the built-in clock.
*Duncan Wright, Wolverhampton.*

**It is possible, but because you want it displayed on the screen all the time, it has to be done in machine code. Type in the following program and run it. Then to switch the clock on, type** `SYS 49152`.
**To turn it off type** `SYS 49155`. **To alter its colour enter** `POKE 49158,C` **where C is a number from 0 to 15. The Basic loader below will set the clock for you as well.**

For a stuntman like Harold, clocking on in the morning was no fun.

```
0  REM CLOCK BY J.FINCH
1  FOR X=49152 TO 49263:READ Y:POKE
   X,Y:C=C+Y:NEXT X
2  IF C<>11854 THEN PRINT"DATA ERROR":END
3  SYS 49155:PRINT CHR$(147)
4  INPUT"ENTER HOUR (00-23)";H
5  IF (H<0) OR (H>23) THEN 4
6  INPUT"ENTER MINUTE (00-59)";M
7  IF (M<0) OR (M>59) THEN 6
8  INPUT"ENTER SECOND (00-59)";S
9  IF (S<0) OR (S>59) THEN 8
10 PM=0:IF H>12 THEN H=H-12:PM=1
11 H$=RIGHT$(STR$(H),2)
12 M$=RIGHT$(STR$(M),2)
13 S$=RIGHT$(STR$(S),2)
14 :
15 POKE 56331,16*VAL(LEFT$(H$,1))
   +VAL(RIGHT$(H$,1))+PM*128
16 POKE 56330,16*VAL(LEFT$(M$,1))
   +VAL(RIGHT$(M$,1))
17 POKE 56329,16*VAL(LEFT$(S$,1))
   +VAL(RIGHT$(S$,1))
18 PRINT CHR$(147):SYS 49152
19 :
20 DATA 076,020,192,076,007,192,001,120
21 DATA 169,049,141,020,003,169,234,141
22 DATA 021,003,088,096,120,169,038,162
23 DATA 192,141,020,003,142,021,003,088
24 DATA 169,000,141,008,220,096,162,000
25 DATA 173,011,220,072,041,127,160,186
26 DATA 032,086,192,173,010,220,032,086
27 DATA 192,104,016,003,160,144,044,160
28 DATA 129,173,009,220,032,086,192,173
29 DATA 006,192,157,030,216,202,208,250
30 DATA 173,008,220,076,049,234,072,032
31 DATA 099,192,104,032,103,192,152,032
32 DATA 107,192,096,074,074,074,074,041
33 DATA 015,009,176,157,031,004,232,096
```

## RAM RAID

Dear Inside Info,
What is the special command for the C64 which changes the top address of RAM?
*Chris Gilkes, West Midlands.*

**There is no built-in command that changes the top address of the Random Access Memory, but there are a number of POKE commands which will change the address. To give these you need to understand the principle of LO/HI memory addresses. Erm, I'll try and give you a brief explanation.**

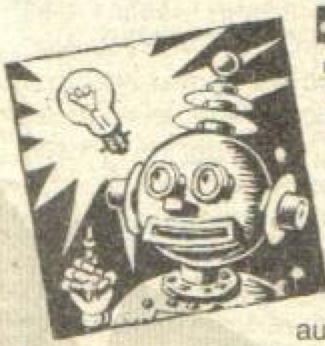
**Basically every number between 0 and 65535 can be coded to two numbers, each between 0 and 255, where the address you require is calculated by LO+256*HI, LO and HI being the two numbers between 0 and 255. The POKEs below require you to work out the values LO and HI which correspond to your desired value. If your address is stored in AD, this can be done as follows:**

```
LO=((AD/256)-INT(AD/256))*256
HI=INT(AD/256)
```

**To change the top address of RAM, for example, if you're using a bitmap or sprites and don't want to wreck them, enter:**

```
POKE 51,LO:POKE 52,HI:POKE 55,LO: POKE
56,HI:CLR
```

**Assuming you have assigned the right values to the variables LO and HI, that will effectively bring down the top of RAM to whatever address you desire.**



## FINELY TONED

Dear Inside Info,
I've bought one of these new gadgets that stores telephone numbers and then dials them automatically for you,

using TouchTone tones, when you hold the gadget over the mouthpiece of the telephone. It strikes me that the same effect would be possible on the C64 if it could make the same sort of beeps as this little device. However, I haven't got a clue what the 10 different notes are or how to program the computer to play them. Could a C64 be made to emit beeps that TouchTone exchange lines could pick up or is it something that needs specialised equipment?
*Stephen Rowett, Cornwall.*

**The C64 houses a very advanced sound chip which can easily produce a wide range of notes. In order to produce the right ones, you not only need to know the frequency of the different notes but you also need to know how the TouchTone idea works.**

**A large majority of telephone lines are now linked to TouchTone compatible exchanges which provide instant connection to the number dialled and so long as you make a loud enough beep of the right sort somewhere near the telephone, the exchange will register it. I'm not a telecommunications engineer, but, as they say, I know a man who is.**

**Apparently, each beep consists of two distinct notes played at the same time. Each row of buttons on the telephone has its own frequency and each column has its own frequency. So when you press a button the phone simultaneously plays the frequencies for both the row and the column that button is in. There are four rows and three columns so once you know the seven frequencies you're away. A little birdy told me that these are: 697Hz, 770Hz, 852Hz, 941Hz for the rows 1209Hz, 1336Hz and 1477Hz for the columns.**

**Next you're going to tell me you want a program that does it all for you. Okay then, here it is:**

```
1000 REM TONE DIALLER BY J.FINCH
1010 S=54272:  REM SOUND CHIP
1020 M=0.05961:REM FREQ CONVERSION
1030 :
1040 FOR X=1 TO 4:READ RF(X):NEXT X
1050 FOR X=1 TO 3:READ CF(X):NEXT X
1060 :
1070 REM SET UP SOUND CHIP
1080 POKE S+4,16: POKE
     S+11,16
1090 POKE S+5,0:  POKE
     S+12,0
1100 POKE S+6,240:POKE
     S+13,240
1110 POKE S+23,0: POKE
     S+24,15
1120 :
1130 REM GET NUMBER TO DIAL
1140 D$="":PRINT CHR$(147)
1150 INPUT "DIAL";D$
1160 IF D$="" THEN 1150
1170 :
1180 FOR Y=1 TO LEN(D$):
      N$=MID$(D$,Y,1)
1190 REM WORK OUT WHICH ROW AND
1200 REM COLUMN THE NUMBER IS IN
1210 IF N$="1"OR N$="2"OR N$="3"THEN R=1
1220 IF N$="4"OR N$="5"OR N$="6"THEN R=2
1230 IF N$="7"OR N$="8"OR N$="9"THEN R=3
1240 IF N$="*"OR N$="0"OR N$="#"THEN R=4
1250 :
1260 IF N$="1"OR N$="4"OR N$="7"OR
     N$="*"THEN C=1:GOTO 1320
1270 IF N$="2"OR N$="5"OR N$="8"OR
     N$="0"THEN C=2:GOTO 1320
1280 IF N$="3"OR N$="6"OR N$="9"OR
     N$="#"THEN C=3:GOTO 1320
1290 GOTO 1470:REM NUMBER NOT RECOGNISED
1300 :
1310 REM CALCULATE FIRST TONE
1320 FQ=INT(RF(R)/M+0.5)
1330 POKE S+7,(FQ/256-INT(FQ/256))*256
1340 POKE S+8,INT(FQ/256)
1350 :
1360 REM CALCULATE SECOND TONE
1370 FQ=INT(CF(C)/M+0.5)
1380 POKE S,(FQ/256-INT(FQ/256))*256
1390 POKE S+1,INT(FQ/256)
1400 :
1410 REM SOUND BOTH TONES TOGETHER
1420 POKE S+4,17:POKE S+11,17
1430 FOR X=1 TO 100:NEXT X
1440 :
1450 REM MUTE TONES, GET NEXT DIGIT
1460 POKE S+4,16:POKE S+11,16
1470 NEXT Y:GOTO 1140
1480 :
1490 REM TOUCHTONE (TM) FREQUENCIES
1500 DATA 697,770,852,941
1510 DATA 1209,1336,1477
```

**This Robin ain't gonna sing! But if he whistles the right tones he might be able to get through to Commissioner Gordon.**

**If I were to say that an explanation of what all the calculations and POKEs do would need an article to itself, I'd get accused of trying to cadge more space, so I won't!** ***(You're learning fast – Ed.)*** **Just run the program then type the number you want to dial and hold the telephone's receiver near the loudspeaker of the television set or monitor. Now turn up the volume, hit RETURN and hey presto, the set will beep a lot and you'll be connected – assuming you're connected to a TouchTone compatible exchange, that is.**

**The beeps should be as loud as you can make them without distorting the sound. If some tones are detected and others not, make sure the mouthpiece is pointing at the loudspeaker. It doesn't matter if your own telephone doesn't produce these tones – it's the telephone line that picks them up, not the phone. If it doesn't work after a couple of attempts, don't keep trying; we don't want BT to be overwhelmed by complaints about *CF* readers getting wrong numbers!**

**Incidentally, for all you TouchTone freaks, try out these tunes on your telephones, kindly provided by my musical mate, Jonathan Price: 1231 1231 369 369 9#9631 9#9631 121 121 and 1369 1369 13693132 33213996 3693 121. No prizes for working out what they are.**

## QUICK SHOTS...QUICK SHOTS...QUICK SHOTS...

What do SID and VIC stand for?
*Daniel Figge, Sheffield.*

**Because they can't afford chairs (boom boom). Sound Interface Device and Video Interface Controller.**

Are you the same Jason Finch that did Techno Info for *Commodore Disk User* magazine two years ago?
*William Hodgson, Kent.*

**Pass. I can't remember what I was doing two days ago, let alone two years ago.**

Could you tell me what the program 6510 Assembler does?
*Neil Barnacle, Crewe.*

**The clue, as they say is in the question. It assembles 6510 (a chip number) machine language routines.**

How do I check in a program whether the CTRL key has been pressed?
*Alan Evans, Nottingham.*

```
10 IF (PEEK(653)AND4)=4 THEN PRINT"CTRL"
20 GOTO 10
```

## ACIDIC DRIVE

Dear Inside Info,
I have found that loading programs from cassette is very time consuming and was advised to buy a disk drive. So now I am the owner of a 1541 MkI disk drive. What I seek is educational material and games on disk. When I make enquiries in local shops most of them tell me that there is no market for floppy disks and that everyone is using hard disks. So perhaps you could give me some advice on the following points.
1) Is there a good C64 stockist near me?
2) Can I purchase a hard disk drive that will be compatible with my machine?
3) Is the MkI disk drive a lemon?
4) On the back of my machine there is a port marked CASSETTE. I assume this is for software loading?
5) Do you think I should admit defeat and take up golf?
*Steven Ellison, London.*

**1) If your local shops tell you that there is no market for floppy disks any more, then there aren't any good *computer* shops near you, let alone C64 stockists. Go back and ask them why there was recently a world**

## WARNING INFORMATION OVERLOAD

shortage of blue 3.5-inch floppy disks if they're not in great demand. Okay, so games on disk for the C64 aren't as easy to buy as tapes but you can usually get them at specialist computer shops. Since the ones near you seem pretty hopeless, though, you can order them through mail order. Two companies that offer this service are Price Busters and Software City, both of which regularly advertise between the covers of this very magazine.
2) Yes, you can buy 20Mb, 40Mb and 80Mb hard drives for the Commodore 64, a little known fact. They are manufactured by a company called Creative Micro Designs in Massachusetts, but are, unfortunately, only available abroad - you cannot purchase a hard disk drive in this country for the C64.
3) No, it's a MkI disk drive. Plenty of C64 owners have coped with a MkI for ages and the MkII isn't really that much faster or that much better where disk access commands are concerned. Don't worry, it's just less aesthetically pleasing (what a lovely phrase) than the MkII.
4) Yes, that is correct. A special piece of hardware called a Datassette plugs into that port and is used to load software from cassette, a procedure which usually takes an eternity.
5) No, soldier on and, as a reward for your efforts, buy *Nick Faldo's Champion Golf* which scored a whopping 93 per cent in the review in *CF*28 instead.

## An InConVEnIEnCE

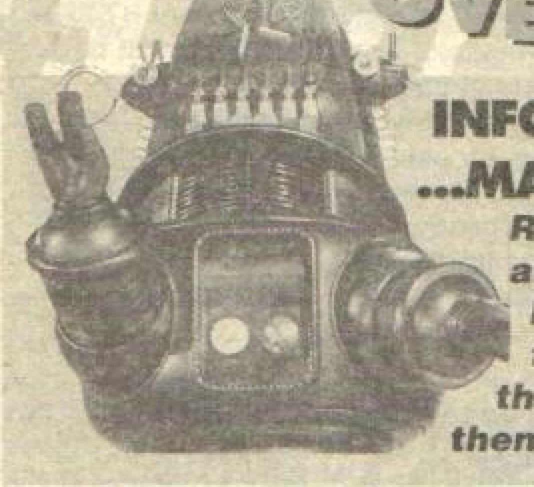
Dear Inside Info,
Why, oh why, oh why, (*excuse me, this is Inside Info, not* Points of View – *Jason*) does my left SHIFT key not work in conjunction with the letter 'N'? It works with every other letter and the right SHIFT key and SHIFT LOCK both work perfectly with good old 'N'. But all I get with the left SHIFT key when I press 'N' is a boring old lower case 'n'. Could you explain why this happens because I have to write a techie feature for the best C64 mag in the omniverse each month and the 'N' key problem is starting to annoy me – lots.
*Jason Finch, England.*

This is another of those strange phenomena that take the world by storm and then suddenly disappear without trace for ages, like crop circles and Trent offering to buy a round of drinks. (*Er, my wallet's in my other jacket pocket – Ed.*) Yeah, we've all heard that one before.

Anyway, back to the prob. Perhaps you could stop spilling coffee all over your keyboard and stop wedging half-chewed pen tops between the keys to try and pick out the crumbs you've dropped down there. Prevention is better than cure, you know.

But you haven't prevented it, have you? So your best bet is to get your keyboard cleaned out, but don't open it up unless you really know what you're up to. Sometimes, picking up the keyboard, turning it upside-down and giving it a *gentle* shake to get the bits out is enough (remember to unplug it first). If that doesn't work then it's probably best to seek professional help.

Incidentally, what's the name of the techie feature you write?



## INFORMATION BANK...INFORMATION BANK...INFOR... ...MATION BANK...INFORMATION BANK...INFORMATI...

***Ready for some more essential coding tips? No? Well go and make and cup of tea or something and come back when you are ready because essential coding tips is what this section's all about – things that lots of you have asked about, or perhaps some tricks that are so obscure you haven't even thought about asking about them. Anything I darned well feel like telling you, in fact.***

## WAITING AROUND

A Basic command that doesn't get used much is WAIT, but it has it's uses. The theory behind it is a bit complex, so I won't bother you with that. What? You want to know what it is. Okay, but I'm warning you.

Here goes: `WAIT X,Y,Z` will take the contents of location X, exclusively OR it with the number Z and then AND the result with Y until the final result is zero. With me still? Exactly, so let's just stick to looking at a few examples of its use shall we?.

```
WAIT 56464,16:WAIT 56464,16,16
```

waits for fire to be pressed on a joystick in port two. The same for port one is `WAIT 145,16:WAIT 145,16,16`.

`FOR X=1 TO 1000:PRINT X:WAIT 197,64:NEXT X` is an intriguing line. Here you will get a list of numbers which can be paused by pressing any key. Or try changing the WAIT command to `WAIT 653,1,1` – now use the SHIFT key.

You'll find that if you put a `WAIT 197,64:WAIT 197,64,64` there instead, the list only advances when you press and release a key. Try putting lots of them into a program listing, then you can skip through the action line by line. There are plenty of uses for WAIT; it's up to you to find out more.

## COLOUR CHEMISTRY

One of the many graphical features of the C64 that the User Manual (that comic you were sold with your computer) doesn't mention, let alone explain, is Extended Background Colour Mode. If you want to make up new combinations of colours, Extended Background Colour Mode is what you need. It allows you to have things like white letters on a red background on a black screen.

You can display any one of the 16 foreground colours on one of four background colours in each and every character space on the screen. However, you are limited to just 64 characters – the letters, numbers, punctuation and a few extras. Basically, each character has what is called a screen code from 0 to 63 (in this case). If you want background colour number zero you just use the normal code, for background colour one you add 64 to the code, for colour two add 128, and for colour three add 192. Simple. To see the effect in action enter

```
POKE 53265,PEEK(53265)OR64
```

and to revert to normal enter

```
POKE 53265,PEEK(53265)AND191
```

To change the colours use

```
POKE 53281,A:POKE 53282,B:POKE
53283,C:POKE 53284,D
```

where A,B,C,D are numbers from 0 to 15. Type in the program below and run it for an example.

```
0  REM EBCM DEMO BY J.FINCH
10 POKE 53265,PEEK(53265)OR64
20 POKE 53281,0:POKE 53282,10
30 POKE 53283,6:POKE 53284,7
40 FOR X=0 TO 3
50 FOR Y=0 TO 63
60 POKE 1024+X*120+Y,X*64+Y
70 POKE 55296+X*120+Y,X+1
80 NEXT Y,X
```

Line 10 turns EBCM on. Lines 20 and 30 set up the four background colours. The rest of the program uses a few calculations to display characters with codes 0-63, 64-127, 128-191 and 192-255 in different areas of the screen.

You will be able to get different coloured backgrounds with some characters by pressing SHIFT with or without reverse mode on (CTRL and 9) when you press the keys.

# THE SECRET OF SEUCKCESS!

***If you can't beat 'em, join 'em. And with* Shoot-'Em-Up Construction Kit, *you can. When it comes to writing games, it does all the work for you... Well, not all. You still have to come up with the ideas, and that's where* Andrew Smith, *author of* Aquablasta *and* Daedalus, *can help you out.***

Writing games with *Shoot-'Em-Up Construction Kit* is a doddle. Well, yes and no. *SEUCK* (as it's known to its friends) *does* do all the hard work for you – all the number-crunching and routines-stuff – so it's easy enough to write a game that works. Writing one that's fun to play is another matter altogether, and requires a lot of thought and creative input. While most of that has to come from you there are some general rules to follow if you want to make your game as playable as possible. Wanna know what they are? Then you're in the right place.

## THE INSPIRATION

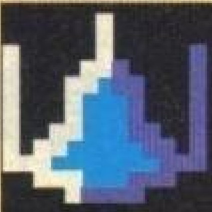
The first thing to do is decide on a scenario. Not all shoot-'em-ups have to be set in space, so be more original, let your imagination go wild. One of the most memorable *SEUCK* games the *CF* crew has seen was called *Spoony Lad* which featured pitched battles between various bits of cutlery – pretty daft, but it caught our attention. Why not try a wild west shoot-'em-up or one set inside the human body, with white blood cells battling viruses. If you do want to set your game in space, try to think up a new twist.

When you've decided on a scenario note down your ideas. Think of a brief plot, something simple which will get the ideas flowing as you write your game. Don't write a complicated plot; leave that until you're creating the game. Writing a brief storyline helps you decide how the scenery and aliens should look. This is important because you don't want a mish-mash of sprites – that'll just look a mess.

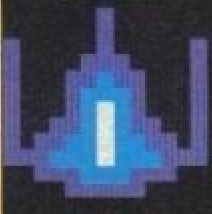
## CREATING SPRITES

Load up your copy of *SEUCK*, go into the sprite editor and have a go at drawing the player's sprite. Do a few and choose which looks best. Draw your first ship in sprite number 0, your next effort in number one and so on.

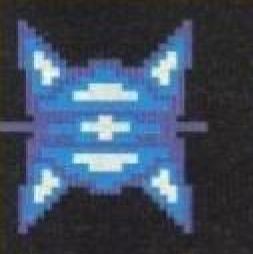
Take note of the colours you're using; you're limited to three colours plus the background colour. Don't draw your sprite in a solid block of colour because that tends to make it look flat and two-dimensional. Use a white to suggest that light is shining on the sprite and a dark grey to indicate shade. If you want to use this style shading for the enemy sprites as well don't change the colours you use for the light and shade. You can only change the third colour, so alter that if you want the enemies to be a different colour (which is a good idea).



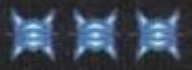
**This is an example of light source from the left. Note that the sprite looks quite flat.**

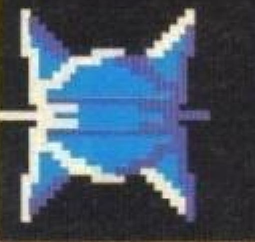


**Here is the same sprite but with the light source from above. It makes the sprite look more like the ones in *Armalyte*.**

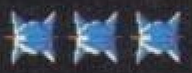


**Here is another example of light source from above. Below is more the size it would appear on-screen.**





**Here the light source is from the left. You decide which you think looks better.**



The best method for suggesting a 3D sprite is to use what's called light sourcing. Imagine there's a light bulb somewhere around your sprite; use your lighter colour on the parts of the sprite where the light would fall (yes, if the bulb was on, pedant). On the opposite side of the sprite use your shading colour.

## BACKGROUNDS

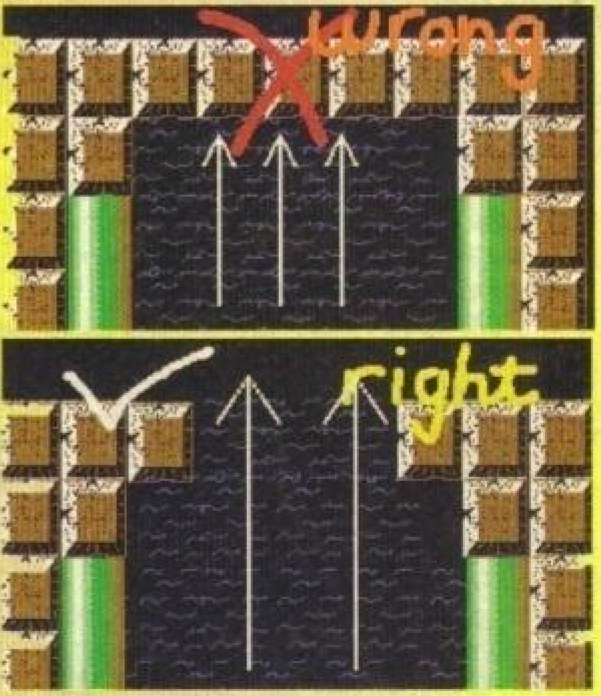
This is one of the hardest parts of writing a game. You're limited to a few colours which makes it difficult to draw decent scenery. The best colours to use for shading and light are brown and white respectively (the technique I used in *Aquablasta*). This leaves you with just the first eight colours the C64 has to offer which does cause problems. Try to avoid the colours red and dark blue because they clash with the brown and look awful. Now you're down to six colours – not a lot really.

Start off your scenery simple then gradually add detail; it's much easier this way. The best advice here is feel free to experiment.

## THE SCENERY MAP

This is a part of *SEUCK* which allows you to take the blocks you drew in the background editor and paste them on to the screen forming a map through which your sprite has to navigate. This is where the game starts to take shape, so spend a lot of time making the graphics look good. A word of warning – don't make your map too complicated. Nothing'll put someone off playing your game as much as the Game Over message popping up every few seconds.

Also it can be very easy to get carried away with pasting blocks everywhere and without realising it join up both sides of the screen with scenery. This means the player won't be able to get past, he'll get very annoyed and probably won't want to play again (which is fair enough). There are a few hints about what works and what doesn't in our handy diagram (the one called 'Handy Diagram' over the page) but again, experiment to see what works best.



**Make sure you don't get carried away and block the route up with scenery.**

## GETTING ANIMATED

This is quite hard to do well and needs a bit of practice. Say, for example, you wanted to rotate an enemy sprite along its Y-Axis. What you do is draw the unrotated sprite then copy it into the next sprite area. Alter the copied sprite a tad, just enough to see that it has actually moved. When you've finished that frame of the animation copy it into the next area and alter it slightly again. Continue doing this until the sprite is fully rotated. If you can do that then you're well on your way to creating decent animations. What you have to remember is to keep all the sprites you used in the animation the same colours.

## THE ENEMIES

This is the most exciting part of creating your game because when you've dotted a few enemies around your map you can test the game out and by blowing up your creations. Don't be tempted to put too many enemies on-screen at once; not only does it make the game more difficult, but also slows it down and makes the sprites flicker.

> *The best way to add challenge to a game is to make to make the individual enemies more deadly*

The best way to add challenge to the game is to make each individual enemy more deadly by for example, making the enemy bullets faster or making an alien fire in all directions.

As you put the enemies into the game invite a mate or two around to test the game so far and to discover their opinion on whether it's too hard. Trust me, your game will be much better with a little help from your friends (the Beatles once sang a song about it, and the home computer hadn't even been invented then, they were *that* clever).

## GUARDIANS

Massive guardians, we've all seen 'em. It's a tried and trusted formula – large, Steven Seagal-like (*erm, I think he means hard to kill – Ed*) aliens at the end of every level. Guardians are traditionally made up from several sprites so it's best to draw your them on paper before trying to create them on the computer. Because of the size of the guardians it is best to use simple on-screen movements as it saves memory. Don't under any circumstances have your guardian zipping about the whole screen at warp factor nine – this wastes a lot of memory.

Another 'tradition' with guardians is that they take multiple shots to kill, so make sure that all the sprites that make up your guardian need the same amount of shots to be killed. This sort of detail can be edited using the Edit Enemy Bits option. Also try not to have all the sprites firing bullets – it'll slow the game down a lot, lead to flickering and make the guardian next to impossible to kill (*that'll be Steve Seagal's next film, then? – Ed*).

## PLAYER LIMITATIONS

This is where the player's sprite's attributes are set, including the speed at which it travels, the number of bullets it can fire, the area on-screen area it can move through, etc. If, while you're testing the game, you feel your sprite moves too slowly you can speed it up using the player limitations. You don't want it to move too fast, though, or else the it'll be too hard to control.

The amount and speed of bullets that the player can fire is also be set here. When I write games I have three bullets on screen at once and have the speed at which the bullets move at maximum speed. This ensures that the game will not slow down too much by moving the bullets off screen as soon as possible.

## SOUND EFFECTS

There are no set rules for sound effects but here are a few tips. If you're using lots of different types of enemies on screen at once use a different effect for each type. Saw sound waves give a crashing sound while sine sound waves create what is known in the trade as 'bleeps'. So you could use sine sound waves for explosion caused by the player, and saw sound waves for when the enemy scores a hit. A combination of bleeps for firing bullets and crashes for hits works well.

The guardians should have a menacing sound so use the sine waves at a low pitch and make their explosions loud and long. Listen to *Turrican 2* or *Armalyte* – they'll give you loads of inspiration.

## THE FRONT END

This basically means your title screen. Make it as attractive as possible as it will influence people to play the game. If you want use the colour cycling techniques for your title screen. Oh, and don't forget the author's name – you.

## THE DIFFICULTY CURVE

When you've finished your game it has to be playtested, extensively. A difficulty curve has to be taken into consideration, ie, the game should get gradually harder as you play. You don't want a very easy first level then an extremely difficult second one, so get as much playtesting in as possible. If you have had constructive criticism all the way through your game's development then your game has the potential to be quite a corker.

- *Shoot–'Em-Up Construction Kit* costs £5.99 on disk and £4.99 on cass and is out on the GBH label (☎ 0742 753423).
- *Daedalus* is on this month's Power Pack.
- *Aquablasta* was on Power Pack 19.

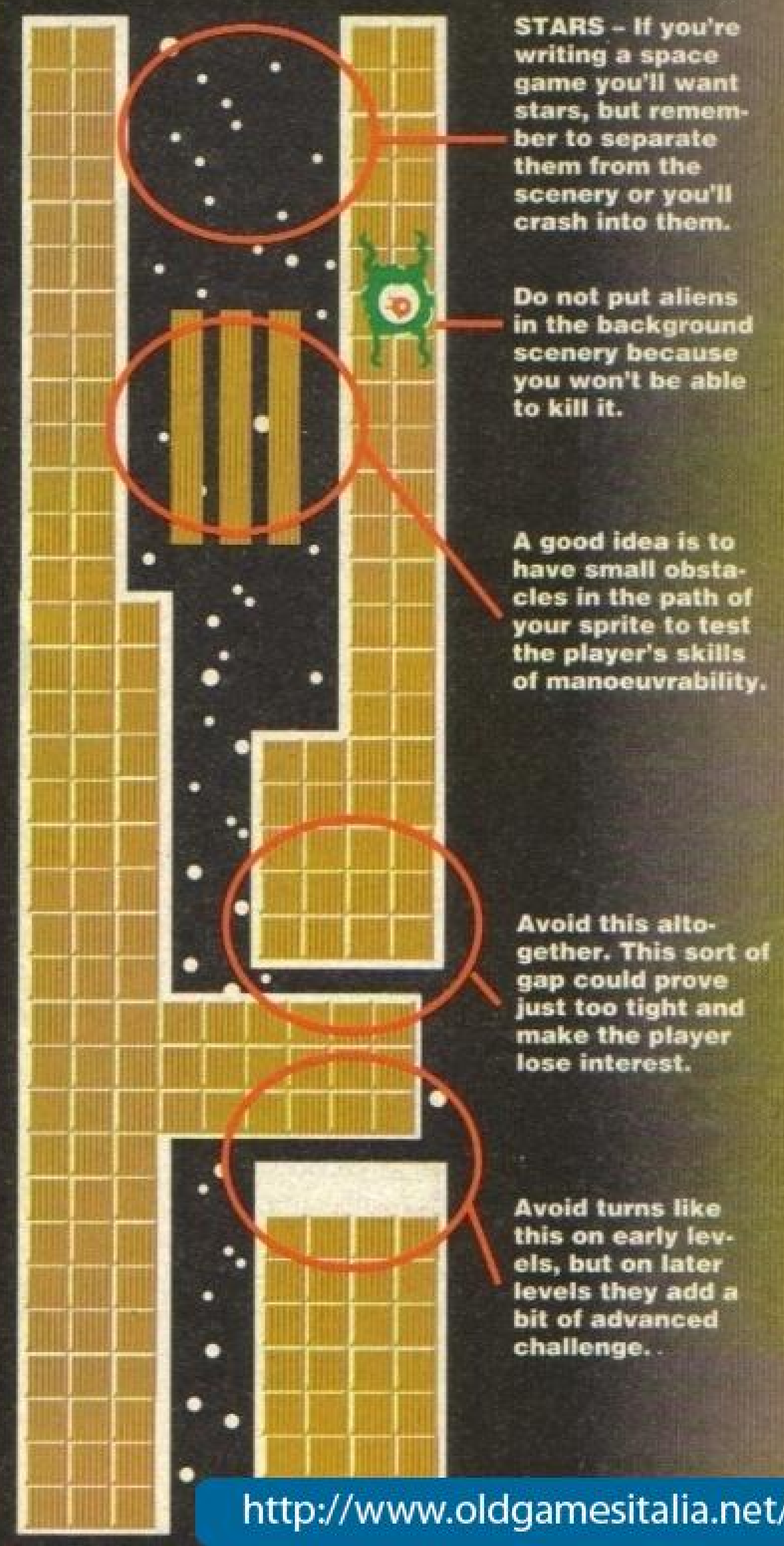
## NEXT MONTH

**Part two of our *SEUCK* feature goes a bit deeper for those of you who want even more control over how their games turn out.**

## WHAT TO DO AND NOT TO DO

**DO make the first levels relatively easy to make the game instantly playable. After each level increase the difficulty to keep the game fresh.**
**DO spend a lot of time on the graphics. Decent graphics will make the player more likely to want to see more of the game.**
**DON'T make the map too complicated or it'll be impossible to navigate through.**
**DON'T place enemies in the scenery because it makes them invulnerable.**
**DON'T have too many sprites on screen at once as they slow the game down.**
**DO sprinkle obstacles in the path of the player. It adds variety to the game.**
**DO try to keep colour clashes to a minimum – not only do they look ugly, but they make it difficult to see what's going on. Particularly avoid red against brown.**
**DO use a variety of sound effects – different ones for each enemy.**
**DO include end-of-level guardians in the game. They allow the player to rest their trigger finger while the scrolling comes to a standstill, add variety and challenge and let you show off your sprite-drawing abilities.**
**DO make back-ups of your game, regularly. Accidents will happen!**
**DO get mates to playtest the game as it develops.**
**DO beee dooo beee dooo dum dum.**

## HANDY DIAGRAM



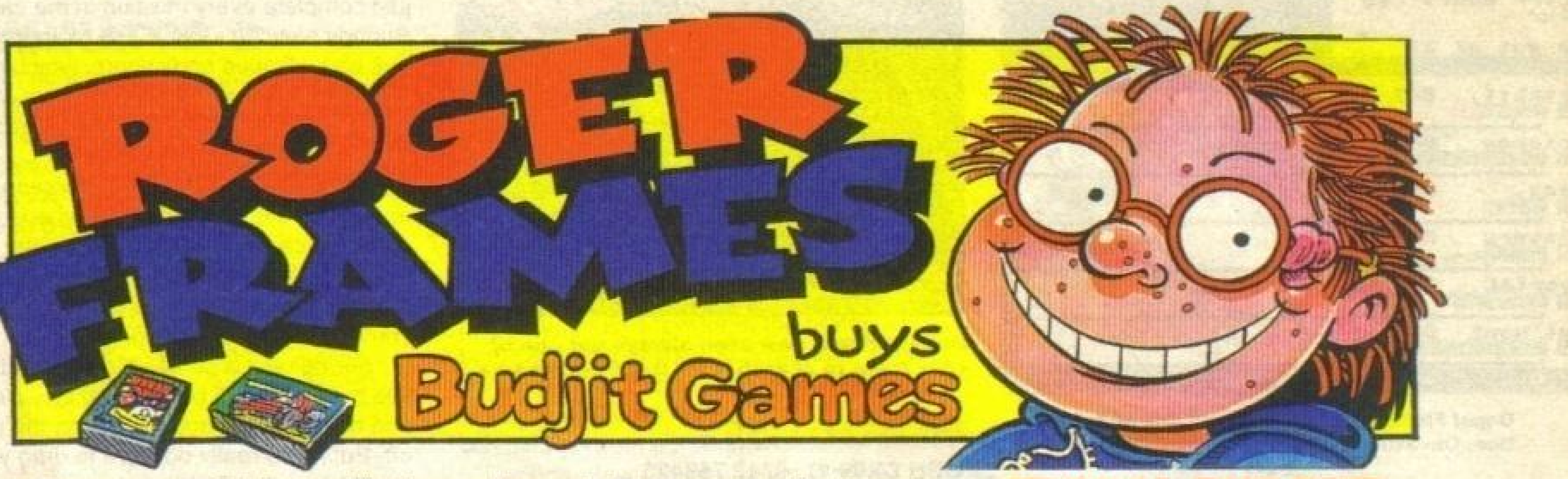
**STARS – If you're writing a space game you'll want stars, but remember to separate them from the scenery or you'll crash into them.**

**Do not put aliens in the background scenery because you won't be able to kill it.**

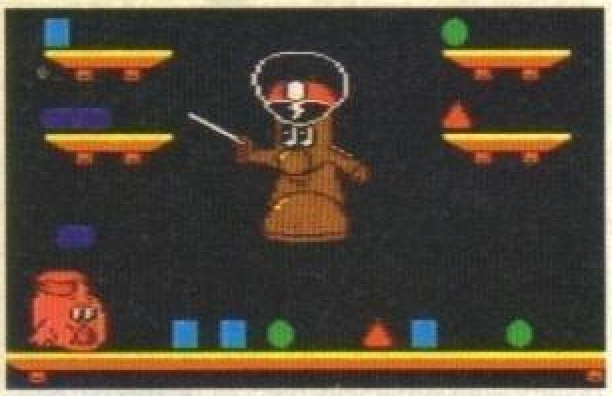
**A good idea is to have small obstacles in the path of your sprite to test the player's skills of manoeuvrability.**

**Avoid this altogether. This sort of gap could prove just too tight and make the player lose interest.**

**Avoid turns like this on early levels, but on later levels they add a bit of advanced challenge.**



***There's something fishy about Roger's latest scheme to make bucks. Deciding that one of the budget games he had to review this month was only fit for fish food, he heads canal-wards in search of a bumper catch to sell to the local chippie. Some of the canal's mutated inhabitants have other ideas.***



**I do hope that shelving's been put up safely. There's nothing worse than a loose joist.**

## THE SHOE PEOPLE

**GBH £3.99 ☎ 0742 753423**

Clur is constantly in trainers, Trent has only one style of shoe but in three different colours and Dave wouldn't be seen dead outside a pair of Converse All Stars baseball boots. But the characters in this game don't wear shoes, because they *are* shoes.

*The Shoe People* is an educational package aimed at the four- to six-year old age group. It says here that the game's in line with national curriculum guide lines, and who am I to doubt it? I don't know all that much about teaching so I'm going to have to believe them (*I'm not surprised the amount of time you bunk off school – Ed*).

There are five different activity blocks on the tape each with a choice of three difficulty levels. Of course, when I played it I stormed through the questions on the hardest level. But if you were a girl or a four-year old I'm sure it'd take you a fair while to complete, even on the easy level.

There are remembering games, number puzzles and sorting activities to name but a few. To top it all there's a drawing and painting program hosted by Margot the pink ballet pump. It's not the easiest painting program for a small child to use. The painting part's great if you've got the kind of mum who doesn't take kindly to a sudden paint job on her best white tablecloth, but the drawing section is a tad tricky if you want to attempt anything more complicated than a straight vertical or horizontal line.

### THE SHOE PEOPLE

**Pretty pictures but not much lasting appeal, unless, of course, you happen to be a five-year old girl with a shoe fetish, in which case this would finish your collection off just nicely.**

### FRAME RATE

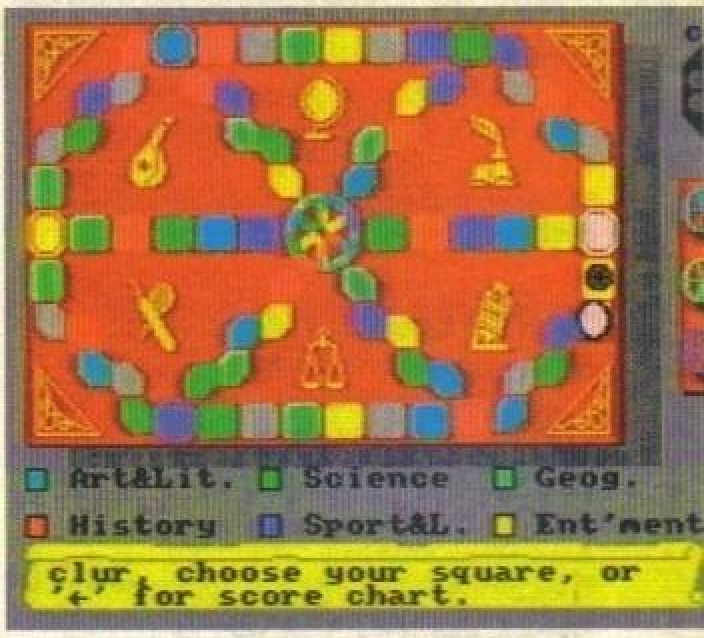
**74%**

## TRIVIAL PURSUIT

**Hit Squad £3.99 ☎ 061 832 6633**

Blocks, wedges, pieces of cheese, whatever you call the little coloured bits you put in your playing piece, *Triv* on the C64 is boring. Some of the questions are either so hard that only a *Mastermind* grand champion could answer them or so easy that even a contestant on *Catchphrase* would have a decent chance of getting them right.

The board is ugly, the colours are often indistinguishable (don't they realise the

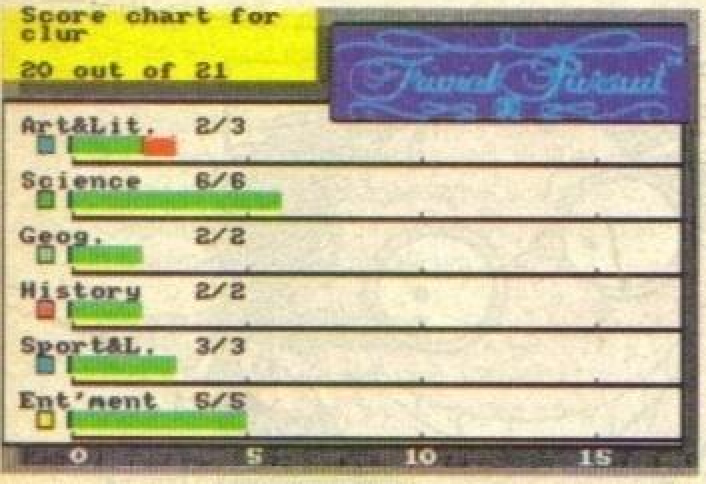


Art&Lit. Science Geog.
History Sport&L. Ent'ment
clur, choose your square, or '←' for score chart.

**A wedge, a wedge, my Rovers shirt for a wedge. Actually, I'd rather try cheating first.**

IKKYCHEM
SAVE

**I was watching the news and they were going on about off-shore fisherman having no fish to catch 'cos the seals had eaten them all. A great money-making opportunity presented itself. I figured that fishing can't be that hard – lots of weedy old men do it – and there aren't any seals in the local canal so it's bound to be teaming with fish. I reckoned that if I could sell my catch I'd make a huge profit on any initial outlay – which turned out to be 5p for a piece of string. And so armed with a piece of cane I got from the garden – I'm sure Dad's runner bean'll survive – a curtain hook and the string Debit and I headed for the canal.**



Score chart for clur
20 out of 21

Art&Lit. 2/3
Science 6/6
Geog. 2/2
History 2/2
Sport&L. 3/3
Ent'ment 5/5

**Oops! Fluffed it on the art and literature question. Cheated well on the others, though.**

difference between a science and a history question can lose you the game). The sound is appalling which is more than just a nuisance because in this version loads of the questions involve trying to recognise a piece of music. It all sounded like the theme tune to *Mastermind* played on a comb and paper to me.

There's an irritating little blond man who 'talks' (well, it's better described as 'burbles') you through the questions. Thankfully you can switch him off, but those dreadful song questions still come back to haunt you.

The worst thing is that, like *Pictionary*, it's just too easy to cheat if you're playing on your own. And if you're playing with friends, you'd be much better off playing the real thing. It might be ten times more expensive, but the good thing about these intellectual games is that you can usually con some gullible oldie into buying them for you.

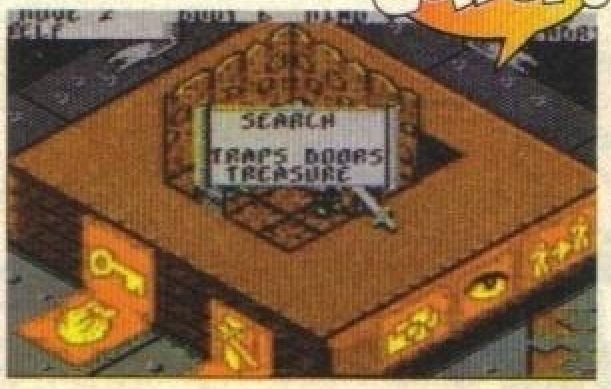
## TRIVIAL PURSUITS

**Worse than having to mime *The Encyclopedia Britannica* when your Mum forces you to play charades with your smelly old Great Aunt.**

**FRAME RATE**

**33%**

It's a Corker!



**On entering a new area always get one of your team to search it for traps or treasure.**

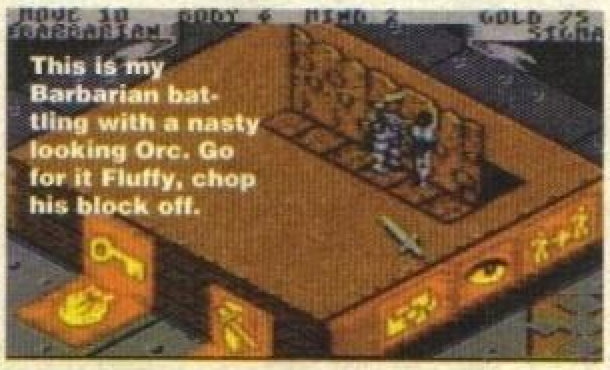
## HEROQUEST

**GBH £4.99 ☎ 0742 753423**

Oh no, don't do that to my wizard! Darn it – why didn't I get that flame spell when I had the chance? Where's my barbarian going now? Sorry, can't stop to talk – I'm in the middle of rescuing Sir Ragnar from the evil clutches of the Lord of Chaos, Morcar. Damn, lost concentration for a moment and there's my elf being beaten to a pulp by a big, nasty goblin. That's torn it! Game over!

While the next game loads I'll take this opportunity to sing the praises of *HeroQuest*. It's incredibly faithful to the original adventure board game with one vitally excellent exception. If you were stuck at home alone (and there were no completely inept thieves around to act like bumbling idiots and make you look like like a hero and not just the stupid, grinning, unbelievably yukky-cute, overpaid american kid brat you really are) then you couldn't play it. Now, thanks to the people at GBH, you can, and for much less dosh than ever before.

It's played over a series of missions, each successive one tougher than the last. To 'win' just complete every mission in the campaign. Sounds easy? It's not. Each of your characters has a limited body score, which reduces by one each time he's hit by one of Morcar's pets. When a character loses all his body points he's dead.



**This is my Barbarian battling with a nasty looking Orc. Go for it Fluffy, chop his block off.**

**After a whole six minutes I was beginning to get bored. So instead of worms I attached a tape of *Trivial Pursuit* to the line – I figured it wasn't much use for anything else.**

**The tape had barely skimmed the scummy surface of the water when something very big and gruesome grabbed it. I thought I glimpsed a titanium endo-skeleton covered in scales, but it could have been a hallucination because the smell coming from the chemical plant was making me feel dizzy.**

**I fought bravely for, ooh, three seconds, but weakened by the fumes I lost the battle the battle, and was dragged into the canal.**

You start off with the map screen empty apart from the room you're in when you enter the castle. Each time you enter a new room it gets added to the map, and so you slowly build up a full map of the dungeon you're currently exploring.

*HeroQuest* is so easy to play that after five minutes you'll be well into an adventure and have serious trouble turning the machine off. But if you really do have to drag yourself away from your C64 there's always the Save Game option. Phew!

## HEROQUEST

**Loads more fun than being conned into helping with the float for the summer fete, then being told that you're to dress up in a pink dress and be Cinderella for a day.**

**FRAME RATE**

**94%**

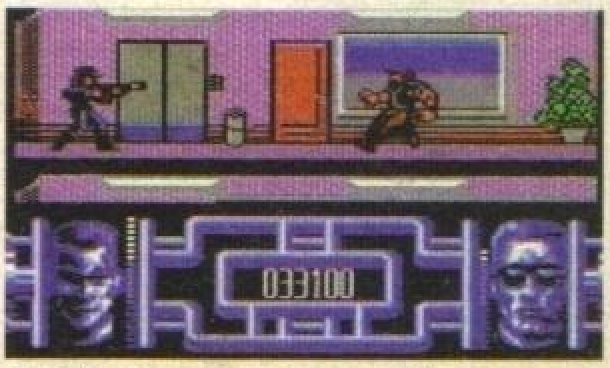
## TERMINATOR 2

**Hit Squad £3.99 061 832 6633**

My cousin Vince told me that back in the 70s there was this really popular TV programme about a half man, half machine person called *The Six Million Dollar Man*. Hah! Peanuts compared to the cyborg smash of my generation, the Terminator. The film cost 100 million dollars, and Arnie was paid 15 million, so I reckon that makes Steve Majors look a real weedy wet wobbly thing by comparison.

Luckily the budget version of *T2* costs slightly less. There are nine levels in the game including two slidey-tile bonus rounds. The rest of the levels are platform beat-'em-ups which try to follow the story of the film. But apart from some nice intro screens on each level, the game doesn't come close to putting across any of the atmosphere of the movie.

*T2* could have been a stunning little number on the C64 but it isn't. There's very little that hasn't been done 237 times before.If you've got a few beat-em'-ups already it ain't gonna be worth the money to splash out on another unexceptional one. The music's smart and the sprites are dead big, so the game's great to look at and listen to. But if you like playing games with your eyes closed and your fingers in your ears it's not much cop at all.



**Mind that gun, mate, you could have somebody's eye out with that if you're not careful!**

## TERMINATOR 2

**Nowhere near as good as getting special electronic implants in your legs so that you could become a super-fast, super-accurate striker for Bristol Rovers and take them to the top of the Premiere League in two seasons.**

**FRAME RATE 72%**

## RBI 2

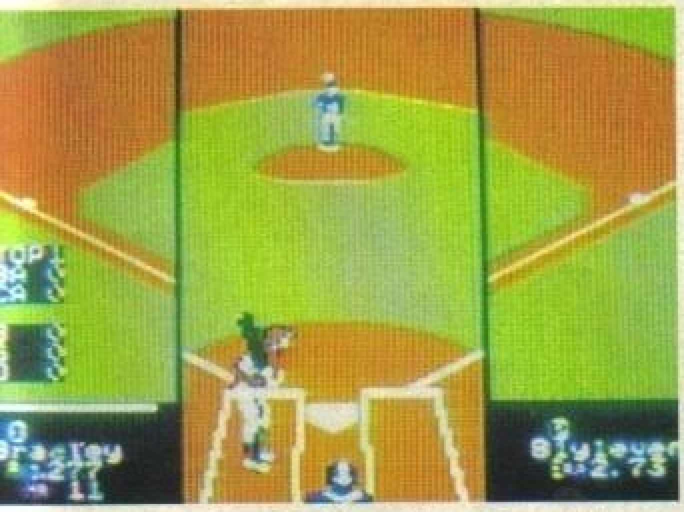
**Hit Squad £3.99 ☎ 061 832 6633**

What do you get if you cross a pony with a cow and a particular oak's bark chopped into a million pieces? A skinny bull that neighs because it's got indigestion? Nope, mix the right bits in the right quantities and you'll eventually end up with an all-american, wholesome, apple pie baseball. Bet you never knew that. (*They did if they saw the same TV programme you did – Ed.*)

*RBI 2 Baseball* is a baseball sim. Got that? Wasn't too difficult, was it? It's dead good at being a baseball game. And that's about it really, apart from the one- or two-player option. It's just a lot of pitching, batting, striking and running.

Like *HeroQuest*, *RBI 2* is dead easy to play first time out, but doesn't get boring the more you play it because each time you play, you find new features that you just didn't notice the first time around.

The only thing that confused me was the statistics table. You'd need a degree in baseball to understand the numbers fully – it makes a cricket scoreboard look like a game of Noughts and crosses. Luckily it's not too difficult to work out who won, the game. It's discovering why that causes the problems.



**Hot dogs, hard balls and home runs. The game America was built on.**

## RBI 2

**Definitely a lot better than being left until last when the school speedies are choosing their teams for football in PE.**

**FRAME RATE 84%**

## STREET FIGHTER

**Kixx £3.99 ☎ 021 625 3388**

While all your mates are busy shoving all their pennies in the arcade machines to play *Street Fighter 2*, you can boast that you were there first on your C64. Okay, so you only bought it last week on budget, but your mates needn't know that, need they?

This deception will only work, however, if you just show them the pretty box. Don't, whatever you do, load it. The showing off will stop right there. For this is a very poor version of the coin-op (which wasn't that great anyway).

In one-player mode you only get to play Ryu, in two-player mode your mate plays Ken. Why Barbie's boyfriend should be any good at bashing the brains out of an oriental warrior I couldn't say. But that's the way the cookie falls to the bottom of the coffee mug and goes all squashy.

You start off fighting in Japan (Ryu might have a home advantage) and can chose whether to avoid the multi-load and stay in the orient, or go on to the USA and beyond. After completely trashing the two opponents in each country there's a bonus round. This involves doing a karate chop on a pile of concrete blocks.

The graphics are blocky, the sprites aren't particularly responsive and to tell the absolute truth it's not much fun to play. There are far better beat-'em-ups out in budget land. Do yourself a favour and get something more interesting instead.

## STREET FIGHTER

**Even more tedious than arguing world politics with a dead Siberian hamster, only to find out later that in life it was a committed Tory voter.**

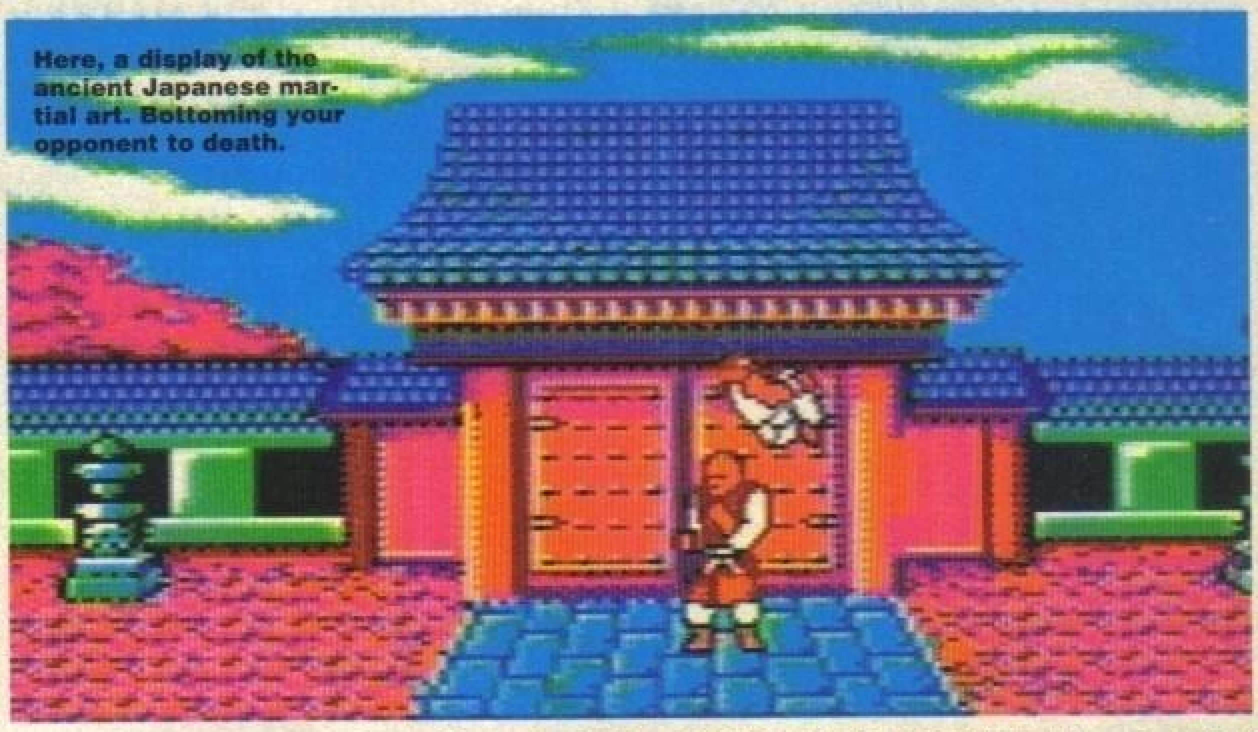
**FRAME RATE 36%**

SHOPPA SAVE

**I don't remember much after that, but from the teeth marks on my shirt I figure Debit had a hand (*or should that be mouth? – Ed*) in getting me out.**

**At least now I know why the local newspapers keep going on about the canal water being dangerous to swim in. No wonder there are no seals living in there. But what could have caused such a mutant monster? The papers say it has something to with the chemical plant releasing effluent into the water, but that must be rubbish. I was under the water for ages and it didn't affect me at all. (*Has anyone got a mirror? – Ed*).**

**HA HA HA HE HE HE HA HA...**



**Here, a display of the ancient Japanese martial art. Bottoming your opponent to death.**

***Holy Ravioli* – *COMMODORE FORMAT March 1993***

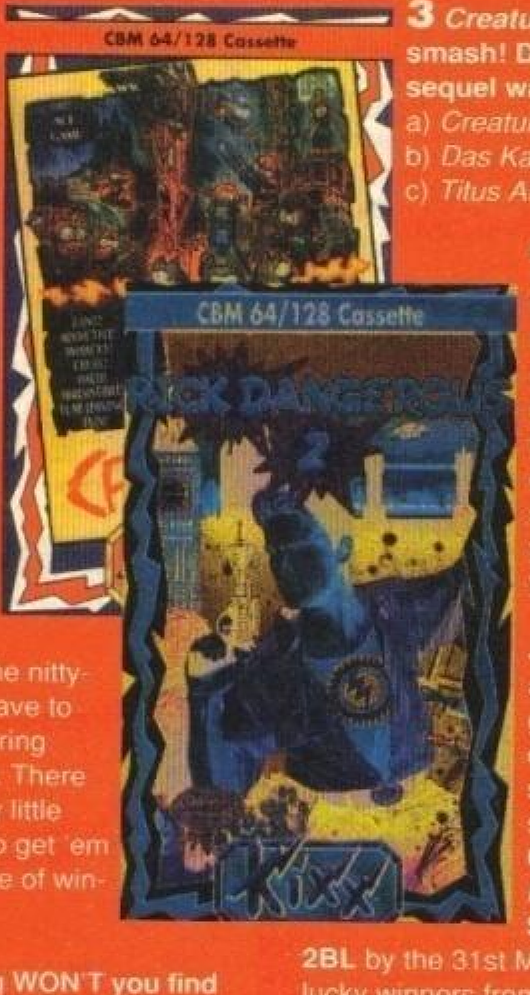
# GET YOUR KIXX (ON THE A36!)

**When there are 50 fabbo Kixx games up for grabs, the winning definitely counts for more than taking part (but we've still done our darnedest to make the answering the questions a deeply satisfying experience).**

Top-flight budget peeps Kixx have been banging on the *CF* door for months because they're so eager to run a compo in the mag. They want to celebrate having some of the best re-release software the Commodore has ever seen. And Kixx have a huge year planned for all C64 game-heads, with the release of classics that are still warm from their full-price sale-date.

Kixx are giving away 50, count 'em 50 (you can – there's a list of them just over there to the left a bit), of the best games they've ever released! One lucky reader will get a Kixx goodie grab that's second to none. And what's more, 10 runners up will each win a Kixx game of their choice!

So let's get down to the nitty-gritty, the bit where you have to do some work, the answering questions part of the deal. There are only three of the tricky little blighters, but you've got to get 'em right to be in with a chance of winning this mega prize



**1 Which of the following WON'T you find situated on the A36?**
a) The beautiful Georgian City of Bath
b) The quite nice town of Warminster
c) Taumatawhakatangihangakoauauotamateaturipukakapikimaungahoronukupokaiwhenuakitanatahu (in New Zealand).

**2 Kixx released *Italy 1990*. In the 1986 World Cup which Argentinian team captain FORGOT to kick the ball?**
a) Diego Maradonna
b) Peru
c) Einstein's Theory of Relativity

**3 *Creatures* is Kixx's current chart smash! Do you know what the sequel was called?**
a) *Creatures 2*
b) *Das Kapital*
c) *Titus Andronicus*

## TIE-BREAKER

Kixx games are a steal at £3.99 and they have a huge catalogue of really BIG games. What we want you to do is to name the biggest other thing (in terms of sheer volume) you reckon you could buy with 399 of your Earth pence?

Just whack your three answers, tie-breaker suggestion, name and address down on a postcard or sealed-down-envelope and send it to: **Get Yer Kixx Compo! *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BL** by the 31st March, when we'll draw the lucky winners from a hat-type device.

Don't forget to name the game you'd like to win if you're a runner-up. Choose any one of the 50 titles we're offering and write it by your name. Then if you don't win, but you are one of the next 10 entries drawn then Captain Kixx will send you that game!

## THE BEST OF THE BEST – AT BARG' PRICES TOO!

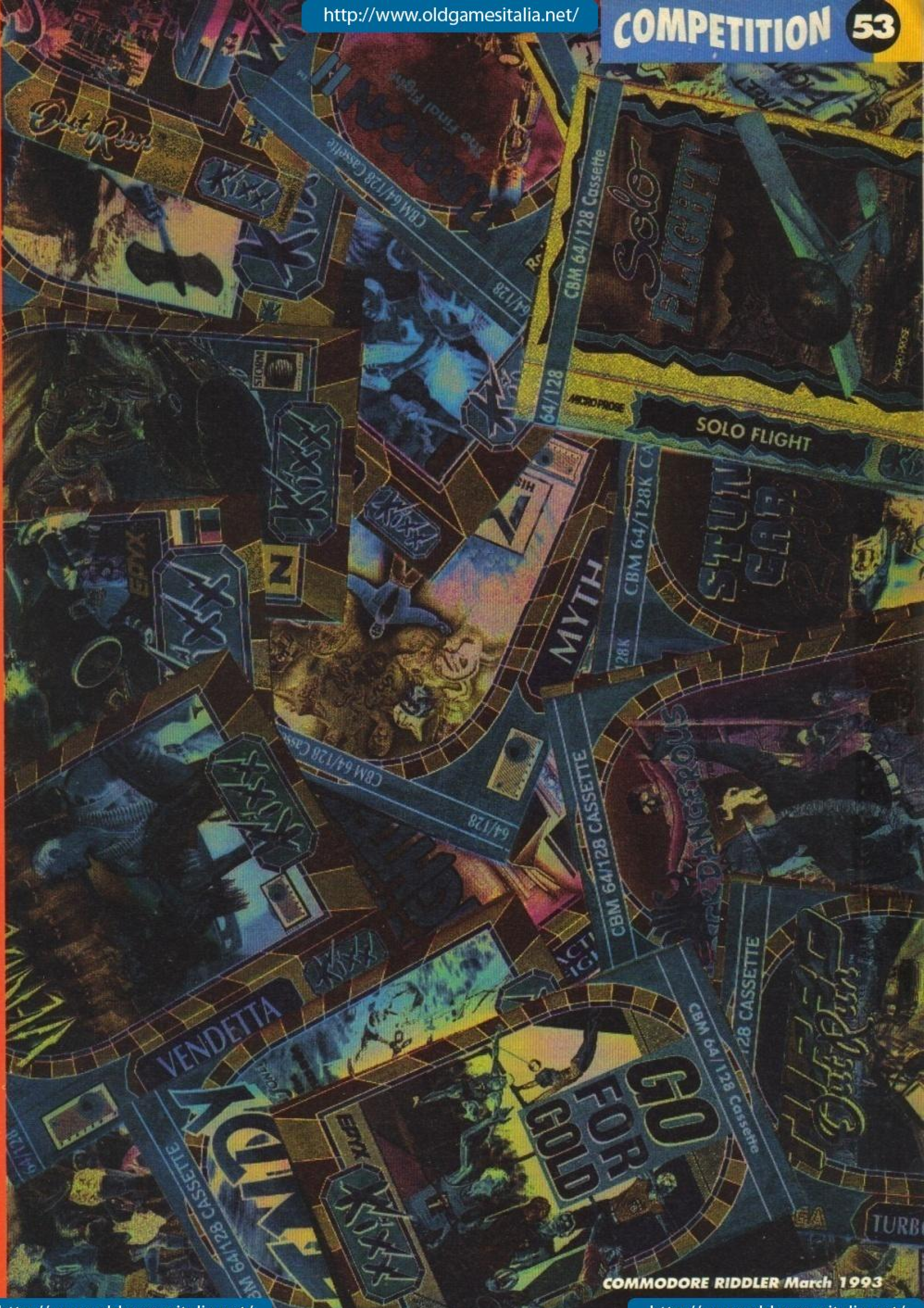
2511 per cent!!! That's how much these games have scored between them! And that's just the one's we've reviewed! On the Kixx hit list are:

*3D Pool*
*Acrojet*
*Action Fighter*
*Airborne Ranger*
*Barbarian 2*
*Barbarian Ultimate Warrior*
*California Games*
*Championship Wrestling*
*Crackdown*
*Creatures*
*Dragons of Flame*
*F-15 Strike Eagle*
*Flimbo's Quest*
*Games Winter Edition*
*Ghouls and Ghosts*
*Go For Gold*
*Gunship*
*Heroes of the Lance*
*Indiana Jones and the Last Crusade*
*Italy 1990*
*Last Ninja 3*
*LED Storm*
*MicroProse Soccer*
*Moonwalker*
*Myth*
*OutRun*
*OutRun Europa*
*Rick Dangerous*
*Rick Dangerous 2*
*Shadow Dancer*
*Silent Service*
*Solo Flight*
*Saint Dragon*
*Street Fighter*
*Strider*
*Strider 2*
*Stunt Car Racer*
*Summer Camp*
*Super Monaco GP*
*Super Scramble Simulator*
*SWIV*
*TechnoCop*
*Thunderblade*
*Turbo OutRun*
*Turrican*
*Turrican 2*
*Tusker*
*Vendetta*
*Vigilante*
*...and another one*

...and you can win them all by just answering three simple questions, and making one silly suggestion. Go on, have a blast, you know you want to!

## RULES AND THINGS

**Members of Future Publishing, Kixx and the Aston Villa first team can't enter the compo because I say so, and I'm the Editor and if I can't win, then anybody I work with, or who works at Kixx or were in the team who beat Rovers 3-0 can't either! So there! And don't bother writing to me because my decision's final – nahhh!**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CBM 64/128 Cassette
SOLO FLIGHT
Solo FLIGHT
CBM 64/128 Cassette
MICRO PROSE
64/128
STORM
EPYX
CBM 64/128K Cassette
STUNT CAR
MYTH
CBM 64/128 Cassette
64/128
DANGEROUS
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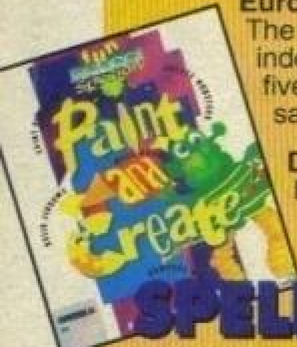
## PAINT & CREATE



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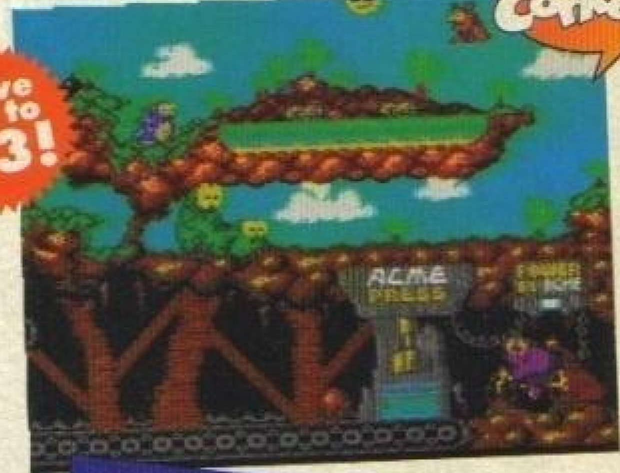

## JAMES POND 2: ROBOCOD

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**Millennium**
He drives, he flies, he bounces, he stretches, he even does a funny little dance and takes a bath. The scaly sub-aqua superspy, James Pond, blasts on to the 64, in a shiny suit of hi-tech armour, to do battle with Doctor Maybe in this outstanding platform stormer.

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|---|---|---|---|
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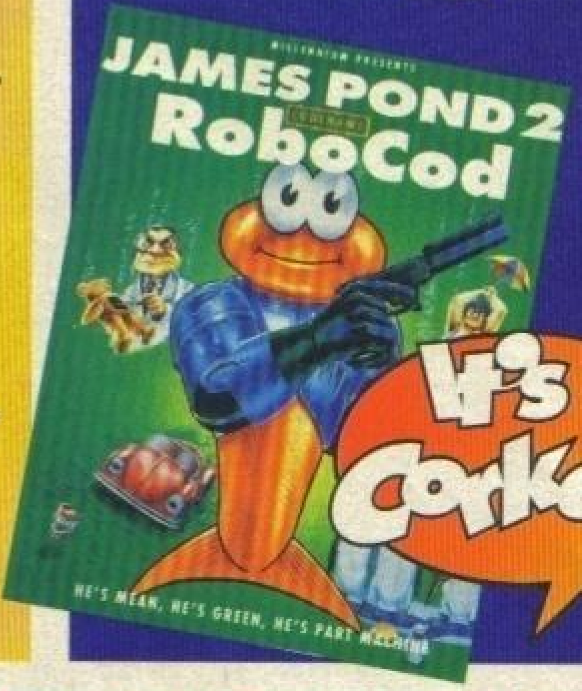

It's a Corker!

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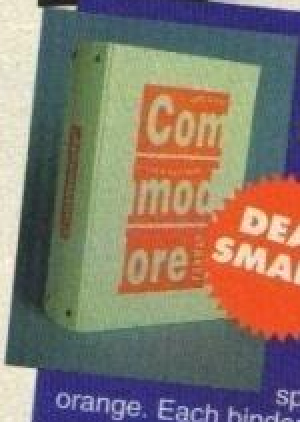

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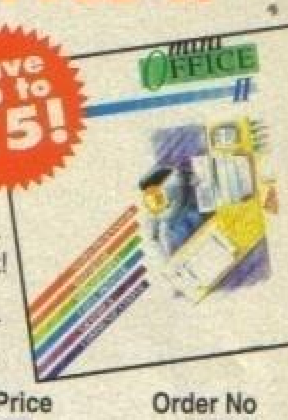

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**CF21** Power Pack games: *Ancipital, Southern Belle.* Demos: *The Addams Family, Arnie, Euro Football Champ.* Gamebusters: *Rainbow Islands* Part 1, *Sphinx Jinx.*

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**CF24** Power Pack game: *Famous Five.* Demos: *Ugh!, Cool Croc Twins, Match of the Day, Fuzzball.* Gamebusters: *Space Crusade* Part 1, *Vendetta* Part 1.

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**CF29** Power Pack games: *Battleships, Herobotix, Highway Encounter.* Demos: *Carnage.* Gamebusters: *Winter Camp, Batman – The Caped Crusader.* Reviews: *WWF European Rampage, Street Fighter 2, Magic Rufus.*

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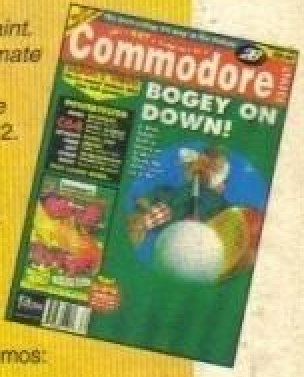

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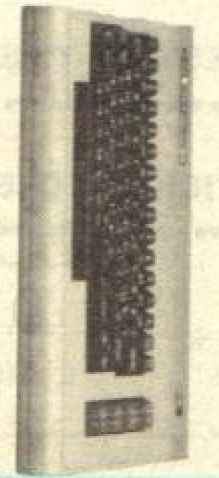

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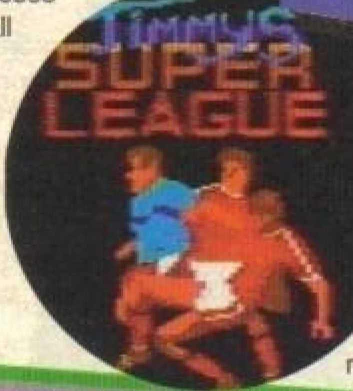
# JIMMY'S SUPER LEAGUE

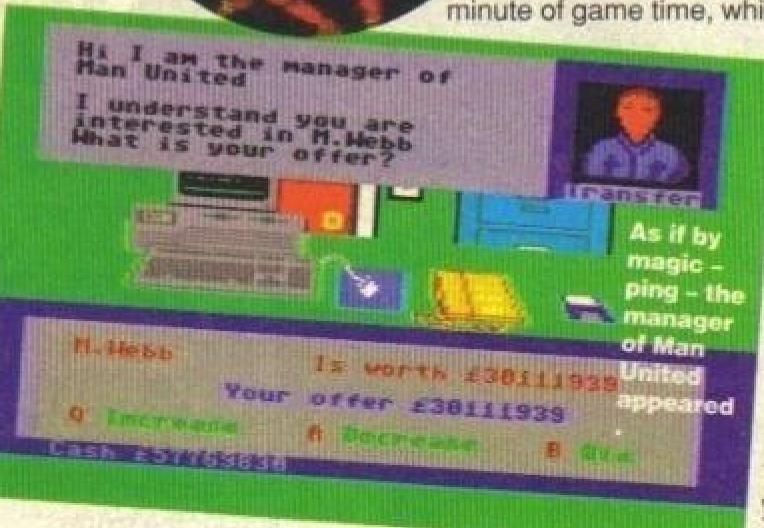
Everyone reckons they can do it better. "A three-four-three formation against Rovers? Has the manager signed a suicide pact?" "Kelly in goal? Why don't they just send the opposition invitations?" Yep, anyone could be a football manager. It's just a case of picking the right team, buying the right players and keeping the bank manager happy.

Er, well no, actually, but that's what you'd believe if you thought playing *Jimmy's Super League* was anything like being a real football manager, because these are the only factors you have control over in the game.

The league of the title is a fictitious European affair that encompasses the cream of European football teams, plus Arsenal. Having chosen your team you're given a set of players from which to choose your squad. Players have five attributes: skill, stamina, speed, aggression and morale. You can't alter these by training your players (because there isn't a training element in the game) but they do change during the game depending on how well the team is doing, injuries, whether you give in to the players' demands to up their wages, things like that.

You can phone up your bank manager for a loan which you have to pay off at a fixed rate per week. The money can be used to buy new players and also goes towards paying wages. The transfer market is completely bizarre, with some peculiar fluctuations in prices – one minute players will be a few thousand quid, and the next a couple of hundred – so you're never sure when to buy or who's going at a bargain price.





```
Hi I am the manager of
Man United
I understand you are
interested in M.Webb
What is your offer?
```

```
M.Webb          Is worth £30111939
         Your offer £30111939
Q Increase     A Decrease     B [illegible]
Cash £[illegible]
```

As if by magic – ping – the manager of Man United appeared

When you're satisfied with your team you play the game. You get to see half the field but the only time you see any action is when someone takes a shot at goal, though I use the action in the loosest possible sense; most of the matches I played were nil-nil draws, and I've seen more animated graveyards than the graphics here. The rest of the time the action is related via text in a panel. There's only one move per minute of game time, which equates to a second in real time. If this all gets a bit too yawnsome, you can whiz through it and just watch the goals at the press of a key.

After the match you get to see where you are in the league and how much dosh you've made. The amount seems pretty arbitrary; you can lose a couple of thousand pounds or make a few hundred million. Why such a difference? Don't ask me. But it's darned annoying when you lose a vast amount and go bankrupt for no apparent reason.

The main problem with *JSL* is what it doesn't offer. There's no training schedule and you can't change player's positions (although in one of the matches I played my goalie came out and took a shot at goal!) There's no Save facility so you can't play the league over a number of days (unless you never turn off your C64, which isn't very eco-friendly, or safe). It's not bad and what it does it does competently enough but it's too inflexible. A footie sim for people who don't like to think too hard… I'll avoid obvious jokes about Graham Taylor.

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**POWER RATING**

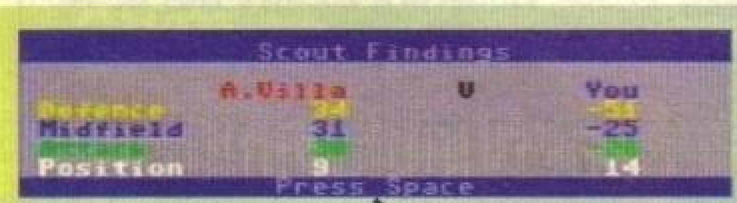
**48**

**UPPERS**

- Dead easy to use.
- At least it isn't all text and dull stats tables.

- On the other hand the graphics are pretty bog standard.
- You have control over very few variables.
- Earnings and prices fluctuate wildly.
- Becomes very samey.

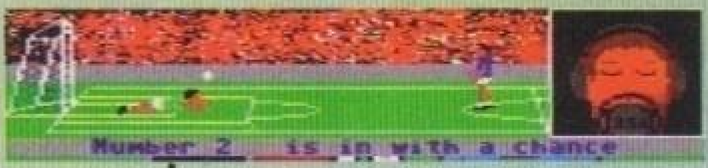
**DOWNERS**



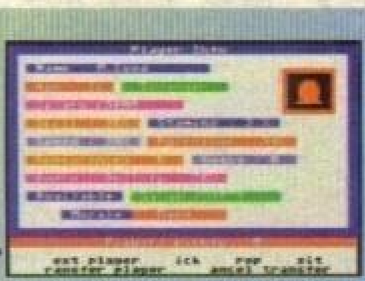
```
Scout Findings
      A.Villa        U        You
[illegible]  [illegible]    [illegible]
Midfield      31             -25
[illegible]  [illegible]    [illegible]
Position      9              14
Press Space
```

The computer also gives you a scouts report. What does it all mean? I have no idea, and the manual's not letting on

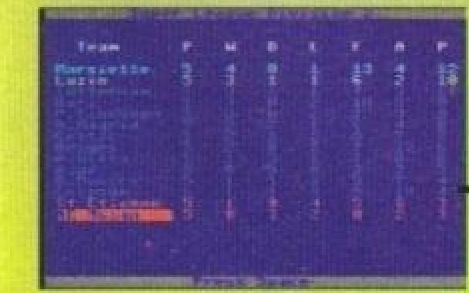
Out of the DOOR and you're on the pitch. This match is so dull even the commentator's fallen asleep.



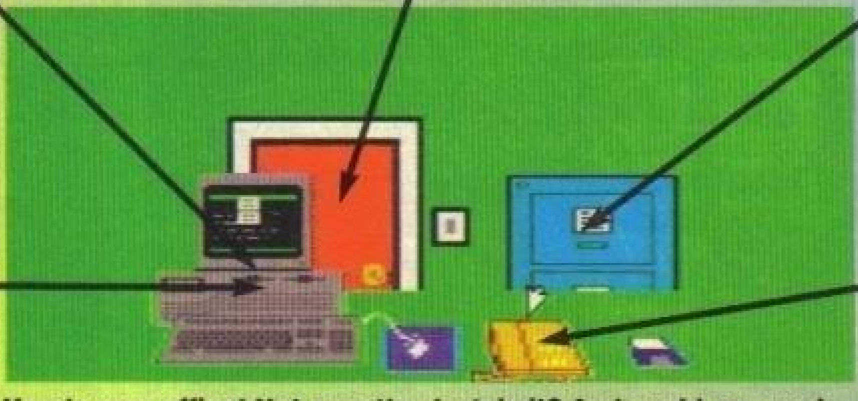
```
Number 2  is in with a chance
```



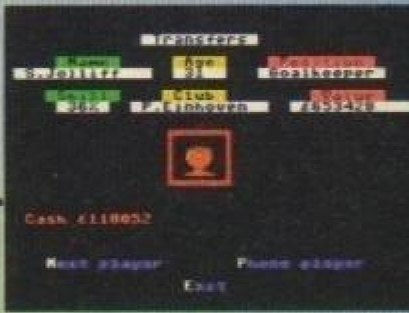
The filing cabinet contains details of all your players (so don't let *The Sun* get hold of 'em!)



The computer keeps track of how you're doing in the league. Er, let's look at something else.



Here's your office! Not exactly plush is it? And could you work in the green! But it's got all you need for this game (ie, not a lot, really). Highlight the bit you need by pressing the M key.



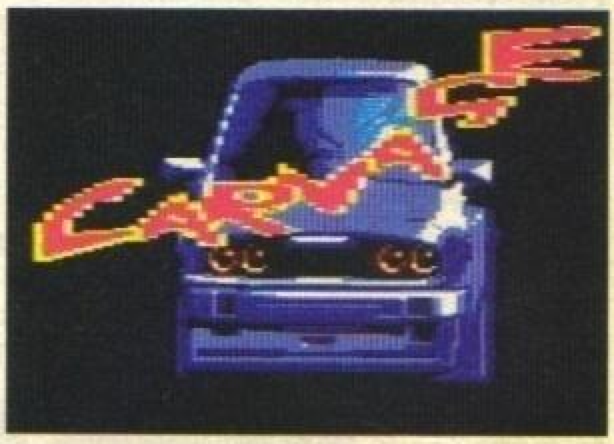
```
Transfers
Name        Age       Position
[illegible] 31        Goalkeeper
[illegible] Club      [illegible]
[illegible] [illegible]  [illegible]

Cash £110052

Next player        Phone player
        Exit
```

Want some new players? Then phone around and find out who's on the market.

# CARNAGE



The demo-styley intro sequence is accompanied by a spiffing little ditty that goes a little like: lar lar lar dip, bop, bop de doo! Not quite No Limit but groovin' all the same.

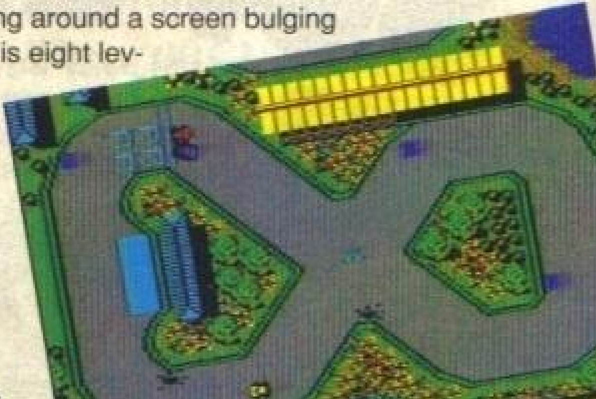
Nope, this isn't another one of those games about murdering and maiming, starring a host of Arnie look-alikes. It's an overhead racing game with the dinkiest of cars racing around a screen bulging with track. *Carnage* is eight levels of sheer mayhem for one- or two-players.

The view is from overhead, and the circuits all fit on one-screen. You can't skid off the track, because you bounce off the sides but this does damage your car, as does crashing into other road-users. (Hey! realism!) Check out the gauge next to the spanner icon for an indication of how badly your vehicle has been bashed up. When the meter reaches the top all sorts of weird noises start to come from the speakers, black smoke pours from your exhaust and your car slows down to a near stop.

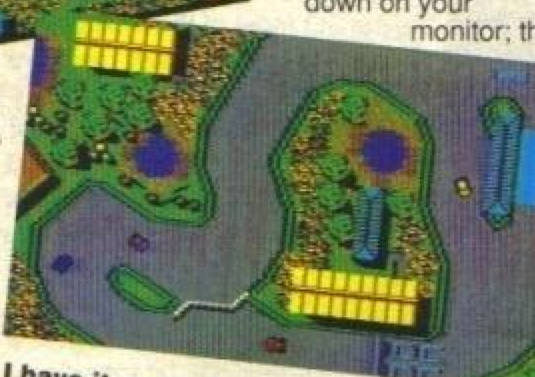
Luckily, on each track there's a strange blue stripy area, which is the pit. Pull into the pit and within a few seconds your car will be up to full performance… and all the other cars will have raced two laps in front of you. There is a lesson to be learnt here – don't drive into the walls, then you won't have to stop.

To progress through the eight tracks you have to come in pole position which is not too hard on the first few levels, but as you move on, the tracks get windier, there are more hazards and you have to complete more laps. But between each game you can buy extras to soup up your motor.

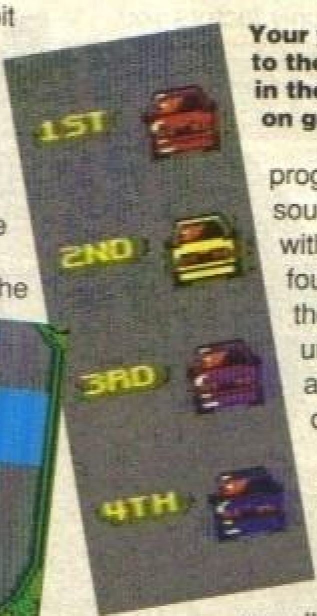
A groovin' dance tune accompanies the intro screen and the buying bit (*music to drive by? – Ed*). If you have to turn away from the screen for a while hit Pause, but don't forget to turn the volume down on your monitor; the programmers forgot to make the sound effects switch off along with the action so the noise of four revving cars carries on at the same pitch and volume until you hit space to play again – enough to give anyone a headache.



To make a perfect soufflé: stir in the egg white with a palette knife in a smooth figure-of-eight movement.



I have it on the best authority that this track is based on one of Calvin's speech bubble on page 34 of *Yukon Ho!*



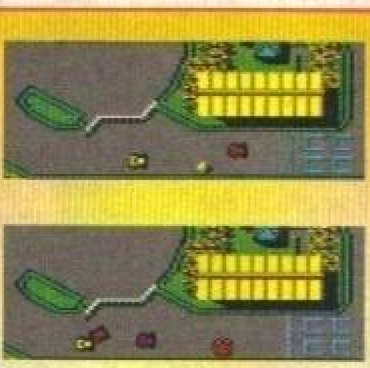
Your yellow car's been beaten to the chequered flag by the guy in the red car (apparently he's on good terms with the C64).

I always used to be wary of driving games with an overhead viewpoint. My preference is for a through-the-windscreen view. But once I'd settled down with *Carnage* I started to rather enjoy this simple little game. Saying that, it may feel too easy for hardened overhead racers, simply because you've got quite a lot of leeway for mistakes to be made (the tracks are quite a bit wider than your average dual-carriageway).

Not quite *Super Cars* standard, but not bad. Play that demo we gave you last month, and use a bit of imagination for the extras.

**CATWOMAN**

## MINE ALL MINE!



Vroom, vroom, vroom, smash, bang. Vroom…

The most evil of purchases is the mine. Dead simple to use, and dead deadly to any vehicles on the road behind you. Drive past a vulnerable spot, drop one of your land mines (by pulling down on the joystick), then just sit and watch gleefully when the car behind you piles into it.

## CARNAGE

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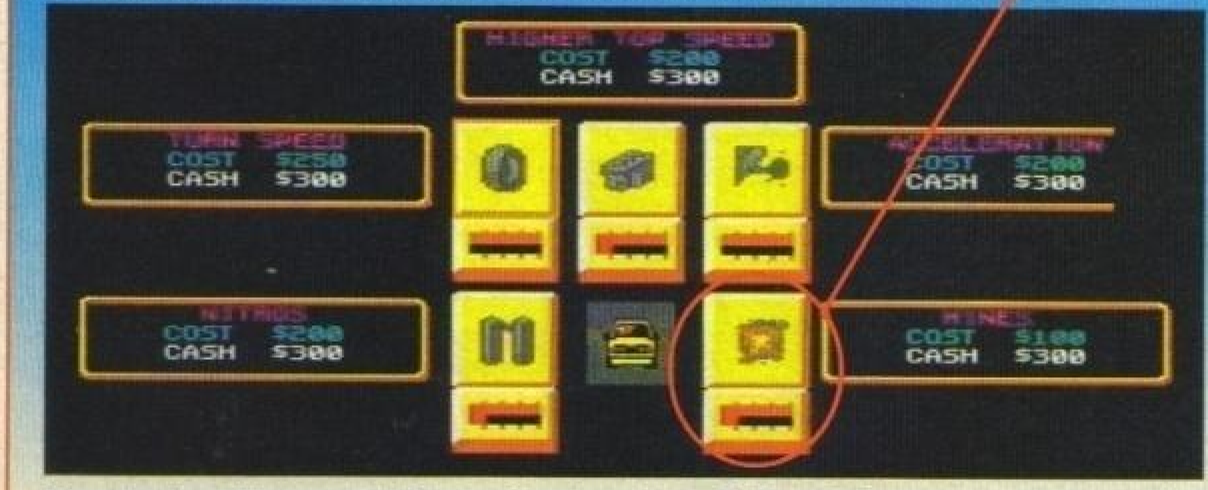
## SHOPPER-HOLIC!

After completing a race you get a chance to spend your earnings. Naturally the winner gets a lot more dosh than the tail-ender. You get £300 for coming first, £200 for second place, £100 for third and coming in last gets you the huge amount of £50.



If you had a million pounds to spend on car parts, which set of speakers would you buy?

## POWER RATING

100
90
80
**73**
60
50
40
30
20

### UPPERS

- Lots of extras boost what could have been a basic racing game.
- Two-player mode is deliciously antagonistic.
- Fabulous intro tune.

---

- Not much of a challenge for experienced computer racers.
- Sound effects that won't shut up.

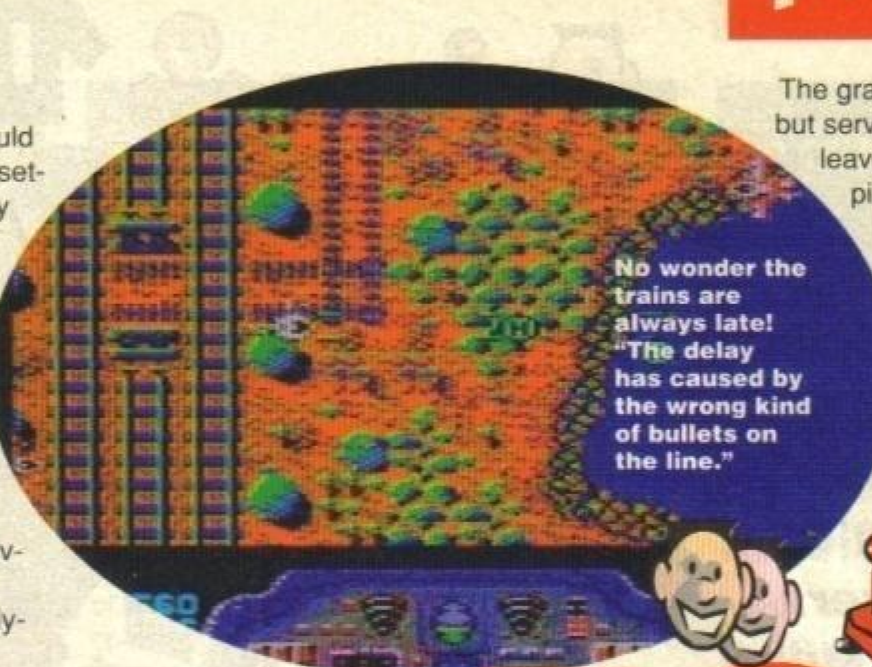
### DOWNERS

# GLADIATORS

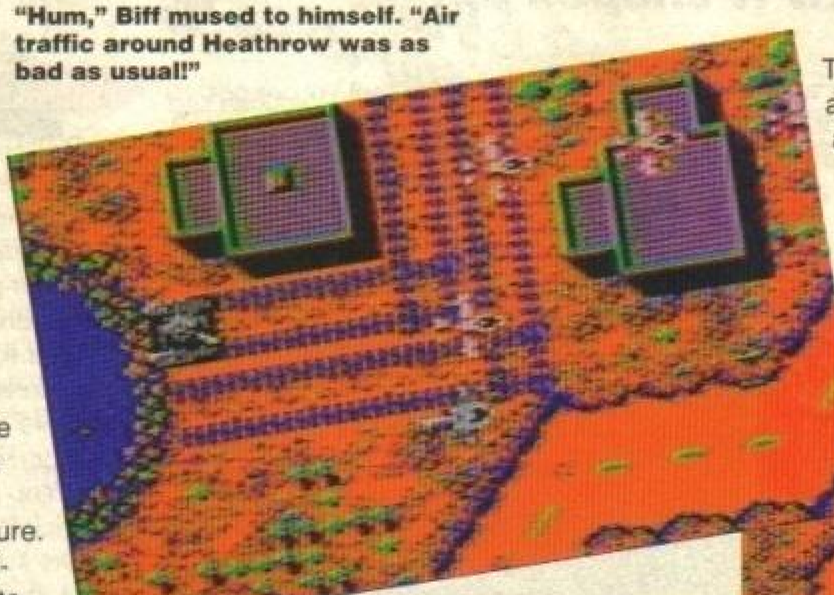
Violence isn't the answer, war is hell and nations should all be able to sit down and settle their grievances sensibly and peacefully, with a game of *Battleships*. Yeah, yeah, yeah, sure. But peace conferences don't exactly make for exciting gaming, do they? What you need is action. After all, if in the real world we're all being nice to each other, you need to vent your spleen somehow; what better way than with a decent fantasy shoot-'em-up? And *Gladiators*, you'll be glad to hear, delivers the spleen-venting goods.

You fly a helicopter along a horizontally-scrolling war zone, your aim being to blast everything in sight with your forward-facing guns. There are three different kinds of tokens to pick up. Stars will boost your score by a reasonable amount. Small green H's repair the copter, just in case you damage your craft – not exactly unheard of in a shoot-'em-up. Even smaller grey X's give you a wider firing range, that'll last until you get hit by an enemy. If a spot a blue pick-up, fire a shot at it and it'll cycle through all three – all you have to do is try to pick it up when it's the one you want. Which is easier said than done when you're under pressure.

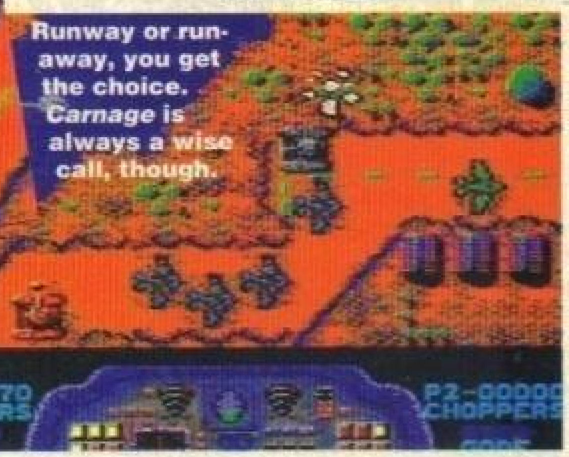
Most of the enemies are ground-based: tanks, trains, SAM (Surface to Air Missile) sites, parked planes and gun-carrying trucks. There are also air-borne enemies, but they tend to be few and far between, well fewer and further between than the land-based forces.



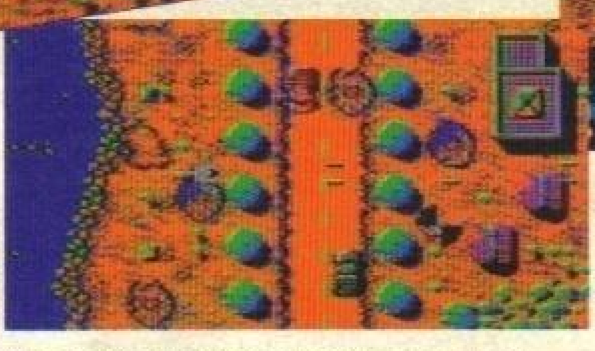
**No wonder the trains are always late! "The delay has caused by the wrong kind of bullets on the line."**



**"Hum," Biff mused to himself. "Air traffic around Heathrow was as bad as usual!"**



**Runway or run-away, you get the choice. *Carnage* is always a wise call, though.**



**You can't measure a game by sound or graphics – everyone know it's the quality of the explosions that really count.**

Unlike you, ground-based forces can fire backwards, so your priority is to shoot anything that looks like it might have a swivellable gun turret. Blast them to smithereens and you'll have a much safer passage through the war zone.

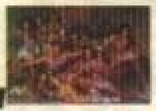
At the end of each level you run up against a heavily-armed enemy helicopter. Luckily the pilots tend to be rather predictable, so it's not that tough to reduce them copters to scrap metal. Each level has a restart point half-way through, so if the end-of-level baddie does get you, it's not a case of having to start right from the beginning again. Good news on the later levels.

When 20,000 points rolls around on your score meter a brand new copter will be dispatched to the field for your use. From then on every extra ten grand earns another bird.

The graphical style of the game is basic but serviceable. The collision detection leaves little room for error on the pilot's part, but at least you don't have to make sure there's half a screen between you and flak to make sure you're not hit. While your automatic machine gun makes a rather high-pitched sound the swish from the rotor blades and some dead good explosions add that little something extra in the excitement stakes.

For a shoot-'em-up *Gladiators* is just fine. There's nothing more, nothing less. Good for a blast when you're fed up of puzzlers but, after all, there *is* more to life than death.

(*Who d'you think you are, Jean-Paul Sartre or somebody? – Ed.*)



**CATWOMAN**

**GLADIATORS**
**ALTERNATIVE ☎ 0977 797777**
**CASS ● £3.99 ● OUT NOW**

## POWER RATING

100
90
80
**77**
60
50
40
30
20

### UPPERS

- ● Constant quickfire action all the way.
- ● Restart points.
- ● Huge horizontally scrolling levels.
- ● Great sound effects.

- ● Originality is in pretty short supply.
- ● Not much variety in the gameplay.

### DOWNERS

## IAN CYCLOPEDIA'S GUIDE TO WHIRLYBIRDS

It was Leonardo da Vinci who first proposed the helicopter theory in the late 15th century, but the first practical machine was the Focke-Achgellis which first flew in the 1930s.

The McDonnel Douglas AH-64 Apache was given life way back in 1972 when it beat its main rival, the Super Cobra, hands down in a special 'fly off' competition set up by the US Army. A two-person crew operates the machine; a pilot in the rear and a gunner at the front (talk about back-seat drivers).

The Apache was a major force in the Gulf conflict of '91. It has a 30mm M230 automatic cannon fitted a standard (*which beats a slide and tilt sun roof on a brand new Micra anyday – Clur*).

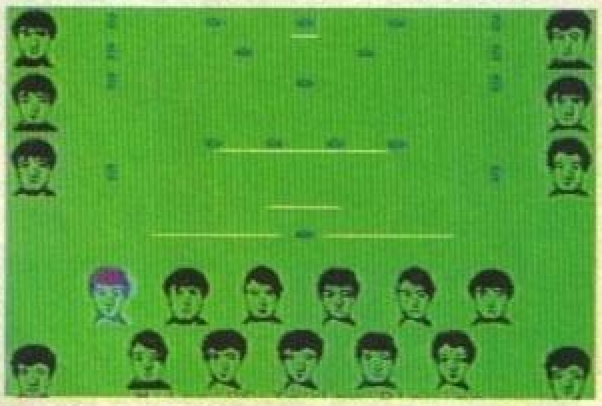
# FOOTBALL MANAGE

***It was a legend in it's own half-time. The original* Football Manager *sold like tickets to a Bristol Rovers match... er... would sell if Bristol Rovers were playing AC Milan in the European Cup Final. Now the whistle's blown on the latest version and CF's very own talent scout, Trenton, has been studying how it shapes up.***

Careers that can be wiped out by a single goal cannot be described as secure. So it's a bit of mystery why anybody would want to be a football manager. Millions of us think we could do a better job, and insist on yelling the fact on the terraces, but few of us would actually want to tackle the task for real.

This is where good football management simulations can really score; there's absolutely no risk! You can enjoy the success without the fear that your next training session will be down at the local Job Club. And *Football Manager 3* is a good enough sim to be in the Premier League.

That's not where *FM3* kicks off, though, oh no Missus. The team you take over is wallowing in the third division. Oh yeah, and it's composed of donkeys, has-beens and OAPs. And then there's the fact you've got no money. And what are you expected to do? Get the team into the Premier League and do the treble (win the League Championship, League Cup and FA Cup in the same season). Now that's what I call a challenge!



**So Miles is in defence, attack and goal – the rest of you try to distract the opposition.**

A big job demands a big desk, and that's just what you get in *FM3*. From behind your polished teak fortress, you highlight various items of office furniture at the press of a button. This is no weird executive toy, but the icon system that allows you to attempt to control your fate.

Your primary task as manager is to train up the dregs and drop-outs who masquerade as your first team. By setting each squad-member's training priorities, you attempt to improve both their skill and strength, so that they can do really difficult things like kick the ball! You just nudge the sliders along with the joystick to set their targets and then as the weeks start to pass, the players do too (or at least, that's the plan).

A talented team is an obvious benefit on the park, but it also helps ease cash-flow problems. The better your players are, the

## TABLE-TOP FOOTBALL

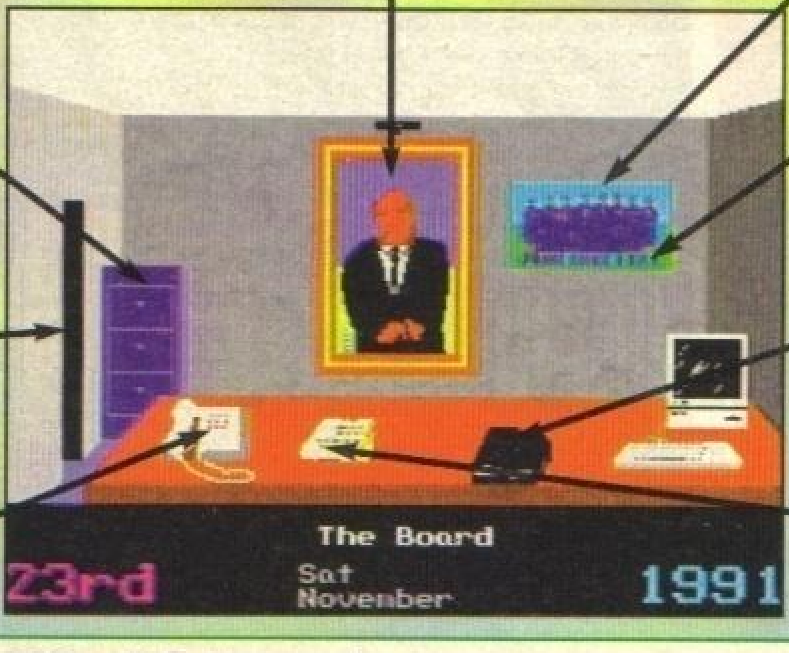
All big league business-types get huge desks, it's in the contract! The sitting bit's easy, but what else is in the job description?

**THE FILING CABINET – The most hated piece of office furniture in the universe, but luckily some flunky does the dull bit. Highlight this and hit Fire to see the inside contract info on your boys.**

**THE DOOR – Exit stage left to end the day, to initiate a match and for when you've cleared your desk following your 23-game losing streak. It's a cruel game, you know.**

**PHONE – Give Players-R-Us a call and they'll try to help you supplement your squad of aging donkeys with youthful donkeys who cost masses of cash.**

**THE BOSS'S PORTRAIT – Would you buy a used car from this man? No, neither would I, but this is the Chairman, in other words the guy who has the power to sack you, so it pays to listen when he whines on about money.**



The Board

23rd

Sat

November

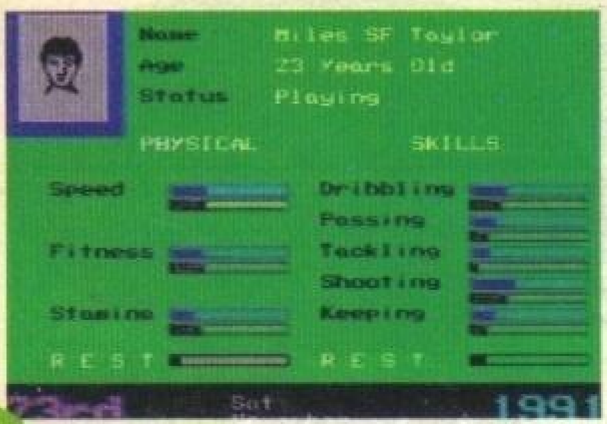
1991

**THE TEAM PHOTO – Takes you down to the training field and allows you to meddle with the team formation. Hmm, what about a 1-1-8 formation? It may add that attacking edge...**

**THE COMPUTER – All manner of useful stats can be found here. Just patch in and waggle the joystick to see enough facts and figures to satisfy even the biggest soccer-spotter.**

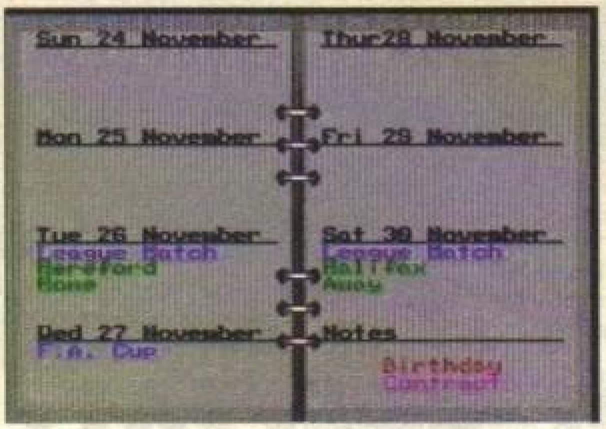
**DIARY – Keeps details of all those important football dates like matches, contract renewals and birthdays. Birthdays! What are you supposed to do about birthdays?**

**MEMO – These drop on to your desk to alert you to new players on the market and overdraft problems. Oh it's a lonely life as a manager, no-one talks to you, they just send letters (sob!).**



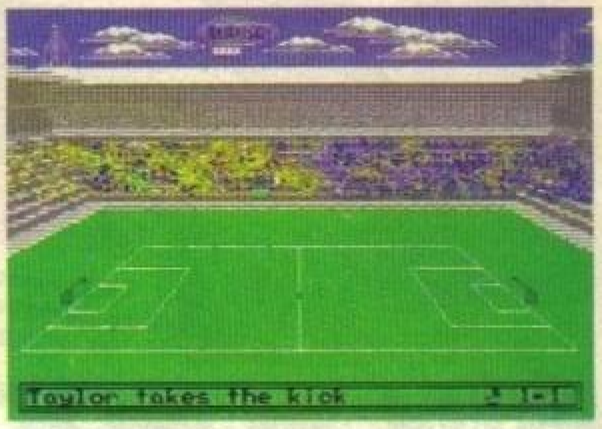
```
Name     Miles SF Taylor
Age      23 Years Old
Status   Playing

PHYSICAL            SKILLS

Speed               Dribbling
                    Passing
Fitness             Tackling
                    Shooting
Stamina             Keeping

REST                REST

23rd     Sat                     1991
```

**Miles better! Hopefully one day he will be.**



```
Sun 24 November        Thur28 November

Mon 25 November        Fri 29 November

Tue 26 November        Sat 30 November
League Match           League Match
Hereford               Halifax
Home                   Away

Wed 27 November        Notes
F.A. Cup
                              Birthday
                              Contract
```

**Today's the day to pick a team. I picked AC Milan – unfortunately I'm manager of Spurs.**



Taylor takes the kick

**Sweeping down the left wing, Lavis passes to Lavis, who knocks it to Lavis and... GOAL!**

# R 3

more people will buy tickets to see them, the more you can charge the punters and the more you can borrow from the bank. Your financial status is constantly monitored by 'the Board', the boys whose 'vote of confidence' can cost you your job. They are contacted in true *Thunderbirds* style, by highlighting a portrait of someone who looks and acts like the Hood, so it pays to stay in their good books (ie, in credit).

The single most common cause of debt amongst football managers is the telephone. It's not that you'll run up a huge bill, telling your mum that you don't need a jumper – it is a modern air-conditioned office after all! – but that the phone is a direct line to the transfer market. To tap into this 'reservoir of talent' just click on the phone. Debt where is thy sting?

Even the dull office stuff, like keeping player records, your daily diary and stats on rival clubs is automatically taken care of. They offer all the info a growing manager could want and are only a few joystick clicks away. Which means you don't mind keeping tabs on them – too much.

At the core of the *FM3* is your team's performance each Saturday, so you get to watch the game live, in *Land-Of-The-Giants*-O-Vision. A text commentary relates the on-the-ball action, while tiny stick-men players move about the pitch in a mysterious way. It's here you learn that your tactical master plan has a couple of fatal flaws.

**FM3 does score a few own goals but never loses a match.**

*FM3* could never be accused of being hectic, but it is compulsive. The menus are easily accessed and allow you to double check every detail. Which is just as well, because there are hordes of 'details' that must be monitored constantly, if you are to put out the best side available each Saturday.

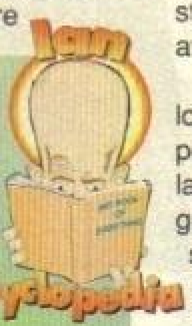
*FM3* does score a few own goals but never loses a match. For example, each player has a portrait to identify them, but they're all so similar, they're pointless. The less-than-polished graphics do their job, though, and help throw off some of the spreadsheet stereotyping that plagues management sims. Then there are the player's stupid names. As they're generated randomly (I hope!) you can end with a squad composed of players with names like Yan OT Lavis, which don't exactly trip off the tongue and make naming a squad murder.

The only other gripe is the occasional gameplay doldrums, moments when you're twiddling your thumbs, waiting for something to happen. Luckily, they're rare but they do remind you to pay attention to every aspect of your club.

*FM3* wins through as a game, and not just as a management sim, because it offers flexibility allied to a speedy set-up. By the time you've got the hang of the controls you'll be deep into a season and committed to the team you've created. You'll be sure that if you just stick with them just a little longer they'll get a good run in the cup. And when they do, you'll be over the moon.

***THE RIDDLER***

## IAN CYCLOPEDIA INVESTIGATES A DAY IN THE LIFE OF 'THE BOSS'!



**9:00 am. Start the day with a champagne breakfast.**

**10:00 am. Arrive at the training ground. Give players advice and try to remember the name of your Geordie star.**

**10:30 am. Retire to your office for a huge cigar (Sure, I know it's unhealthy, but it's in the contract).**

**11:50 am. (It was a BIG cigar) Lunch at posh restaurant with the the Press.**

**2:55 pm. Realise you've got a match.**

**2:58 pm Return to the ground and buy programme to see who's playing.**

**3:00 pm Offer rousing to support to the boys as they run out.**

**3:01 pm Work out why you'd knotted that hanky – to remind you to pick a goalie!**

**3:02 pm Go a goal down**

**3:03 pm Go two goals down**

**4:45 pm The final whistle, hmmm, it was only a 12-2 defeat.**

**4:50 pm Blame the players/pitch/ Sagittarius rising through Mercury.**

**5:00 pm Get 'a vote of confidence from the board'**

**6:03 pm Pick up local newspaper and scan the job ads.**

**6:04 pm Clear your desk!**

## FOOTBALL MANAGER 3

**ADDICTIVE ☎ 081 804 8100 ● CASS £9.99 ● DISK £14.99 ● OUT NOW**

## POWER RATING

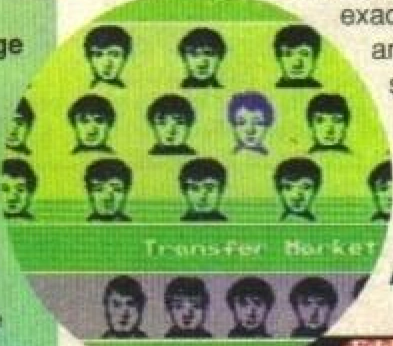
100
90
**84**
70
60
50
40
30
20

### UPPERS

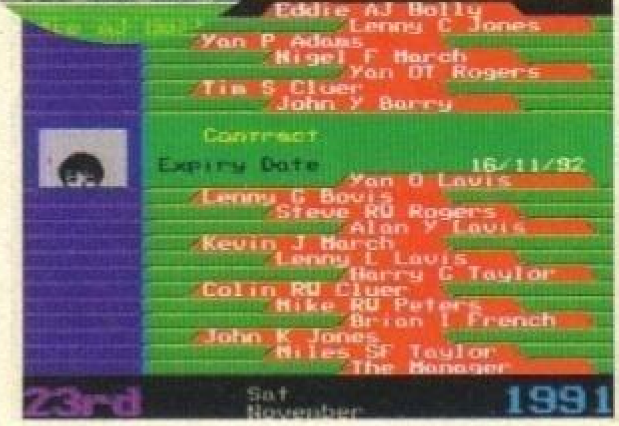
- **How big? This is a massive challenge.**
- **Flexible and fast.**
- **Options coming out of its ears.**
- **Everything you could want from a footie sim**

- **The gameplay does lull occasionally.**
- **Iffy graphics.**

### DOWNERS

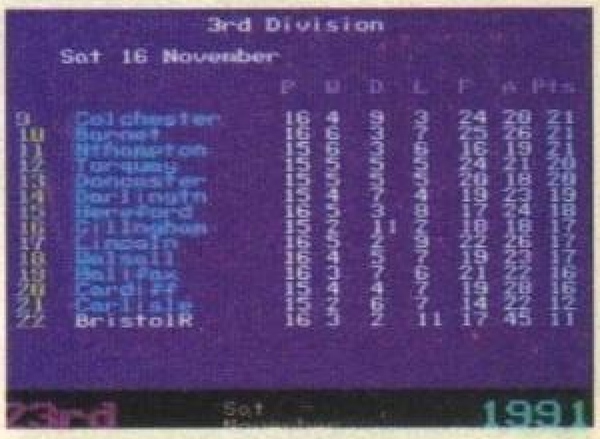


**Isn't science great? A team of clones!**



```
Eddie AJ Bolly
Lenny C Jones
Yan P Adams
Nigel F March
Yan OT Rogers
Tim S Cluer
John Y Barry

Contract
Expiry Date                16/11/92
Yan O Lavis
Lenny G Bavis
Steve RW Rogers
Alan Y Lavis
Kevin J March
Lenny L Lavis
Harry G Taylor
Colin RW Cluer
Mike RW Peters
Brian I French
John K Jones
Miles SF Taylor
The Manager

23rd     Sat November            1991
```

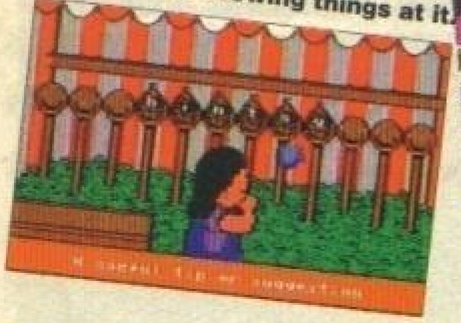
**John Barry, erm, didn't you write the themes for all the Bond movies? Ha, Goal-finger!**

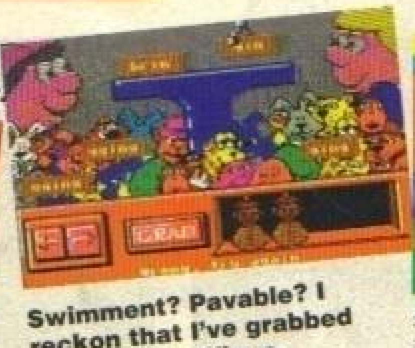


```
3rd Division
Sat 16 November
                         P  W  D  L  F  A Pts
9   Colchester          16  4  9  3 24 28 21
22  BristolR            16  3  2 11 17 45 11

23rd     Sat                     1991
```

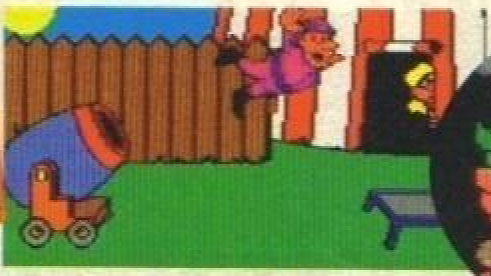
**After a quiet start the team carry on being, uh, quiet. Oh lord, send me a goal, please!**

Why was the coconut shy? 'Cos people kept throwing things at it.

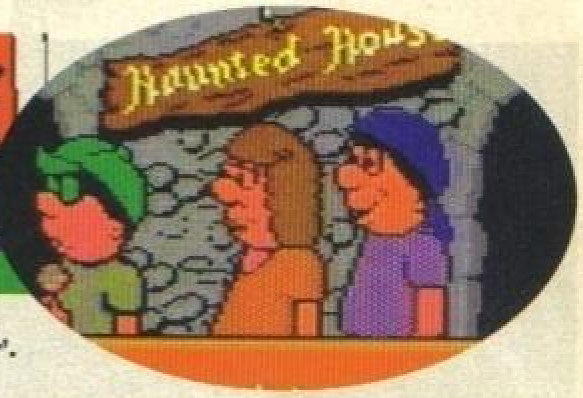




Swimment? Pavable? I reckon that I've grabbed the wrong suffixes.



Sidney gave a whole new meaning to the phrase, 'cannon fodder'.



Wipe the smile off their faces by getting your homonyms right and sending them on the ghosts train.

# FUN SCHOOL SPECIAL:

# SPELLING FAIR

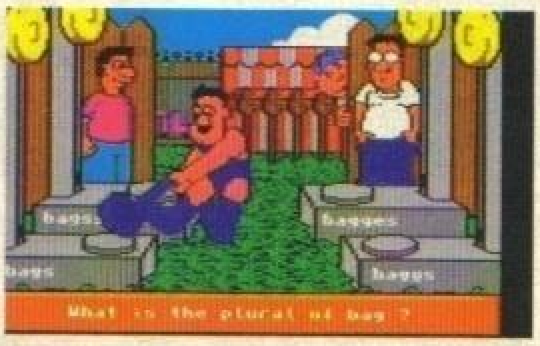
Spelling has never been my strong point, as my junior school teecher would no doubt tell you, so I was forced to play the latest *Fun School Special* by our word-conscious editor. I have to admit I wasn't overjoyed with the idea. After all, *Paint And Create* was great, but that was all about drawing and fun stuff like that. Words could never be as fun as creating a monster on-screen. Then again, I've always been a sucker for fairs, so, equipped with sum candyfloss I ventured in.

The various games are set in diffrent areas of a fairground. The first one you come across is a word-search game disguised as a coconut shy. All the coconuts have letters on them and it's your job to knock off the ones emblazoned with letters that aren't in the word you're looking for. Hit the wrong nut and it turns around and sticks it's tongue out at you. *Fun School Special: Learning Manners* is obviously still in development.

The second game is set in the circus ring and features some juggling clowns. Their muddled-up balls have letters on them which in the correct order spell out a werd. And, yep, it's your job to swap the balls around until they actually make sense.

A human cannonball signals the crossword section of the game while you need to shove a penny (*Penny? What year are you living in? They're about 20p now? – Roger*) in the cuddly toy grabber to learn about suffixes (the bits that you stick on the end words, like -ing, -ism and, our favourite, ibly).

The haunted house is great fun. Get a set of questions right an easily-scared family all take a trip on the Eary Express and they come out looking worse for wear. The questions involve putting the right words in the space in a sentence. You're given a pair of homonyms (words that sound the same but mean different things, like pale and pail), and you have to decide which one's correct.



Oh blimey, someone's put some superglue on the end of hammer again.

The last game is all about plurals. A strongman stands in the middle of fore 'test your strength' machines. Each has a different possible spelling for a plural of a particular word. Your task is to make him bring his hammer down on the right one.

Each game can be set to different skill levels and you can load in new sets of words to play with. There's a score table that can be accessed at any time a really useful Help option. All these extras make *Spelling Fair* an excellent program for any kid learning to read. The parents watching over them will probably learn a thing or two as well.

I'll tell you what – I could of done better at school if the spelling tests had been like this.

**CATWOMAN**

7/10 MUST TRY HARDER!

It's a Corker!

## LEXICOGRAPHY

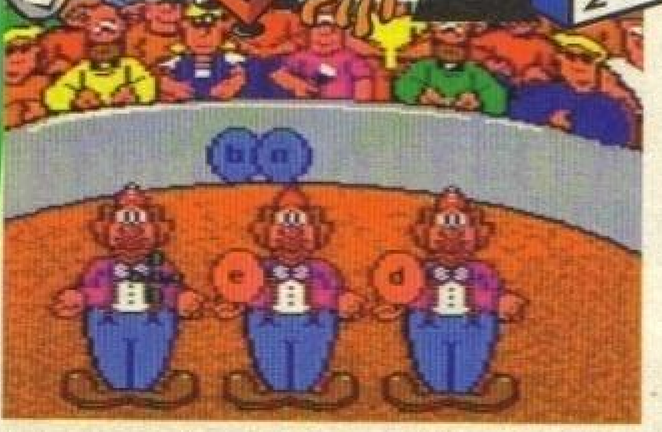
**FLOCCINAUCNIHILIPILIFICATION** – To set something at little or no value. An amalgamation of Latin words that mean at a trifle, at nothing, at a hair and to make which takes longer to say than, 'To set something at little or no value'.

**ANTIDISESTABLISHMENTARIANISM** – A movement against the removing of state recognition of the Anglican church in the nineteenth century.

**CARYOPHYLLACEOUS** – Pink

**PRAETERTRANSSUBSTANTIATIONALISTICALLY** – The longest regularly (regularly, ha!) formed English word. It was first used by Mr M McShane in his 1963 novel, *Untimely Ripped*.

**REDIVIDER** – Not a particularly astonishing word, until you read it backwards. It's the longest palindrome in the English-speaking world.



Accountants juggle figures, politicians juggle with facts, these clowns juggle with letters.

### SPELLING FAIR

**EUROPRESS ☎ 0625 859333**
**CASSETTE ● £12.99 ● OUT NOW**

## POWER RATING

100
**90**
80
70
60
50
40
30
20

### UPPERS

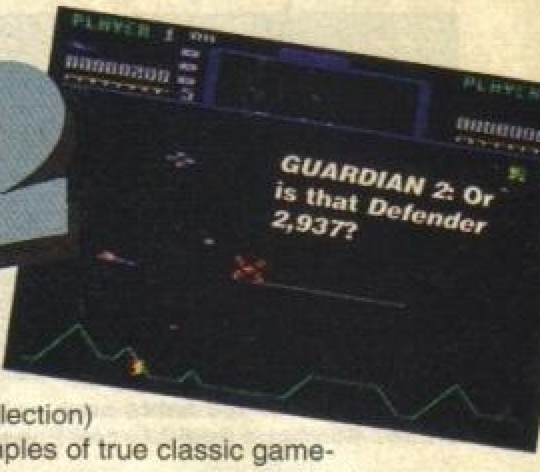
- Very easy to use.
- Takes the pain out of learning to spell.
- Impressive graphics and excellent sound fx.
- The text is always very clear and easy to read.
- A data tape with different sets of words

- There's no creative input required.

### DOWNERS

much better than a geography field trip.

# BIG BOX 2


GUARDIAN 2: Or is that Defender 2,937?

Some of the very best C64 games were written when the computer was still young enough to be bounced on Commodore's corporate knee. The C64 played them a lot, but like all young children it would never put anything away properly, and left them all lying in the garden. As the years passed these games, fondly known as the 'classics', slowly disappeared. They appeared to be lost forever.

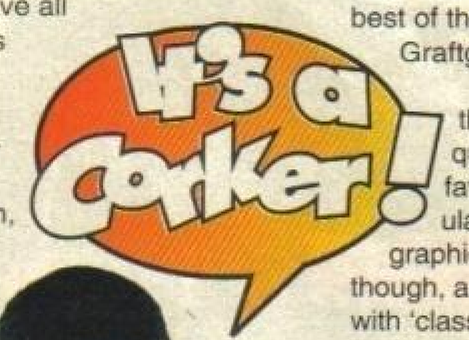
Now it seems, that, like a good mum, Beau Jolly have been going around after the C64 tidying up. The proof of this is *Big Box 2*, a collection of the kind of 'special games' that the C64 got for Christmas and birthdays.

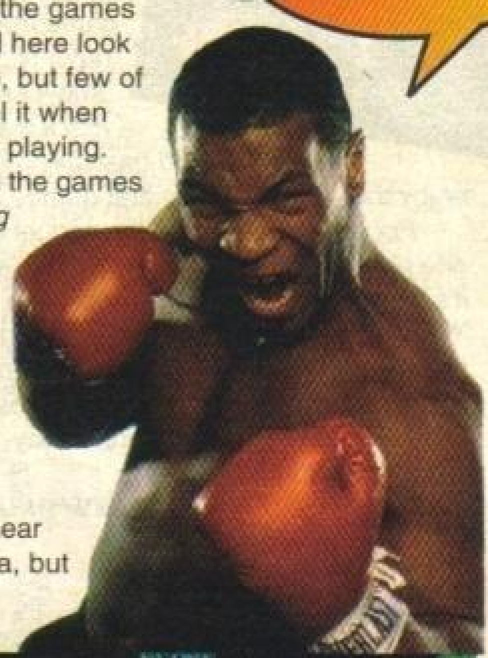
*BB2* contains some of the titles that allowed the C64 to leave all other games machines trailing in its wake; games that looked good, sounded fantastic and played brilliantly. Sure enough, some of the games gathered here look their age, but few of them feel it when you start playing.

Not all the games in the *Big Box* are brilliant – some would fit in well at a certain animal refuge located near Battersea, but most (at least 20 of the 30 in the collection) are examples of true classic gameplay. We're talking games coded by the very best of the best, folk like Jeff Minter, Graftgold and Incentive.

The case against *BB2* would argue that 10 of the games are of average quality, that there's a distinct bias in favour of arcade shoot-'em-ups (particularly *Defender*-clones) and that the graphics are old-fashioned. In its defence, though, are 20 absolutely cracking games all with 'classic tags' (and in these days when the word 'classic' is so mis-used it's come to mean next to nothing I'm here reinstating it to it's former glory), and a frighteningly good manual (*in a compilation? Never! – Dave*) all for £17! It's outrageously good value – check it out now!

**THE RIDDLER**


It's a Corker!



**INSECTS IN SPACE:** Is that sprite really starkers? Sure is. Not sensible, really, with all those insects about.

**BIG BOX 2**
**BEAU JOLLY ☎ 07372 22003**
**CASSETTE ● £16.99 ● OUT NOW**

**ALLEY KAT:** Nothing to with cats (unless there's a cool one like me playing it) but plenty of things you'd rather not meet down the alley.

**COULDRON 2:** Hubble bubble toil and trouble, fire burn and couldron boil over completely ruining that stew I'd prepared.

## POWER RATING

100 **90** 80 70 60 50 40 30 20

### UPPERS

- 20 excellent games.
- 56 pence per game.
- A C64 hall of fame
- The manual is exceptionally informative for a compilation.

- 10 average to fairly poor titles.
- There's an awful lot of loading to endure.

### DOWNERS

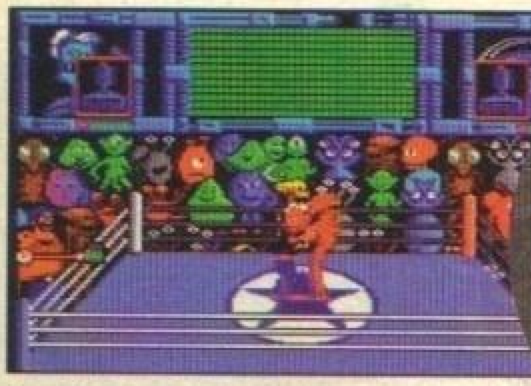
## A BIG BOX-OUT TOO – JUST HOW BIG IS BIG?

Oh no! It's the old good game, bad game routine! Here's *CF* guide to what's the best of a bright bunch. Five stars is a Golden Oldie, no stars is a Mouldy Oldie.

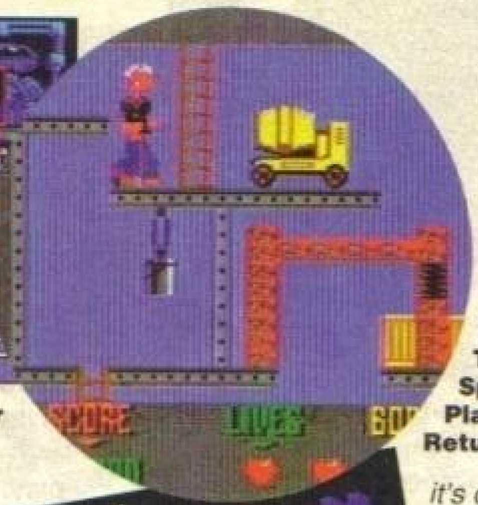
| | | | |
|---|---|---|---|
| *Mega Apocalypse* | ★★★★★ | *Ocean Conqueror* | ★ |
| *Lords of Midnight* | ★★★★★ | *Firelord* | ★★★ |
| *Split Personalities* | ★★★★★ | *Battle Valley* | ★★★★ |
| *Guardian 2* | ★★ | *Anarchy* | ★★★★ |
| *Dan Dare* | ★★★★ | *Defenders of the Earth* | ★★★ |
| *Cauldron 2* | ★★★★★ | *Alley Kat* | ★★★★ |
| *Barbarian 2* | ★★★★ | *Eliminator* | ★★★ |
| *Delta* | ★★★ | *Gribbly's Day Out* | ★★★★ |
| *Zoids* | ★★★★★ | *Insects in Space* | ★★★ |
| *Sanxion* | ★★★★★ | *Iridis Alpha* | ★★★★★ |
| *Que-Dex* | ★★★★★ | *Thunderforce* | ★ |
| *Hunter's Moon* | ★★★★ | *Eagles* | ★★ |
| *Snare* | ★★★★ | *Maze Mania* | ★★★ |
| *Driller* | ★★★★★ | *Orion* | ★★★★ |
| *Heat Seeker* | ★★★ | *Tunnel Vision* | ★★ |

**DRILLER:** Possibly the best game in the package. Save the planet Evath by mining for gas before you get made redundant.

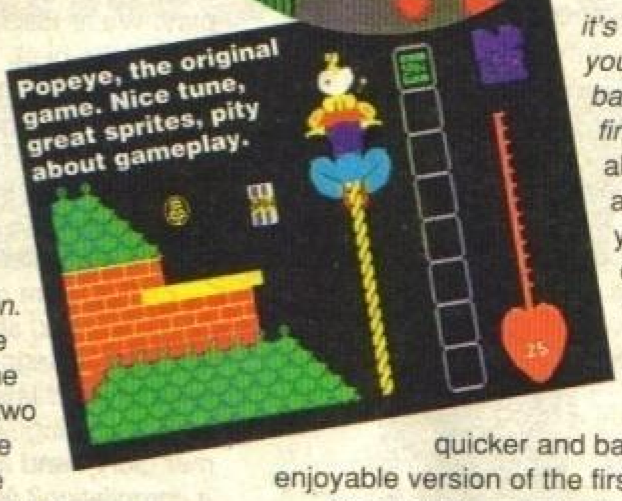
# POPEYE THE COLLECTION



Aren't aliens supposed to have acid for blood? Someone ought to tell Popeye.



The Sailor. The Spinach. The Platforms. Popeye Returns in *Popeye 2*.



Popeye, the original game. Nice tune, great sprites, pity about gameplay.

Popeye is what he is, as he likes to tell everyone, and what he is this time is a computer sprite that appears in three bundled-together games going by the name of *Popeye The Collection*.

*Popeye* and *Popeye 2* are basic platform adventures. The main difference between the two being the size of sprites. In the first *Popeye* he almost fills the whole screen, but in the sequel he's a more reasonable size. The aim of the first game is to collect every one of the 25 love hearts that are scattered around the playing area, and deliver them to Olive. Bluto interferes as does much of the local wildlife. It's really only fun if you're a short-sighted, incurable romantic.

Collect all the hamburgers, rescue Olive Oyl and save Swee'Pea from certain death (*if it's certain how can you save the darned baby from it? – finicky Prod Ed*). Do all that and you'll be a man my son, and you will also have completed the game that men have come to know as *Popeye 2*. It's a slicker, quicker and basically more enjoyable version of the first game.

*Popeye* the sequel of the sequel only has one platform – a wrestling ring. That's because it's a wrestling game and a good one at that. You waggle against alien upon alien to win favour with your love, while on-lookers help and hinder your performance. The loss of your true love versus a broken joystick, it's up to you to decide.

**CATWOMAN**

**POPEYE THE COLLECTION**
**ALTERNATIVE ☎ 0977 797777 ● CASSETTE ● £6.99 ● OUT NOW**

## POWER RATING

**76**

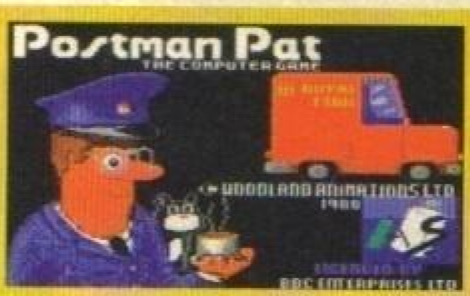
### UPPERS

- Three games for the price of a large pizza.
- *Popeye 3* is rather groovy for a waggling wrestling thingy.
- A must for spinach lovers everywhere.

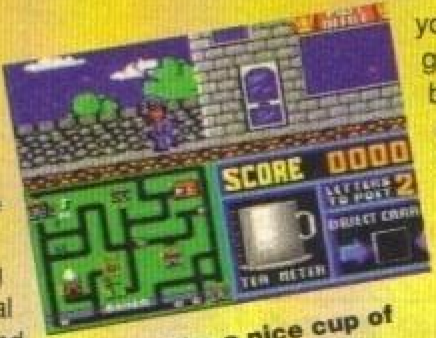
- The original game makes you wonder how it managed to spawn any sequels.

### DOWNERS

# POSTMAN PAT HIT COLLECTION



Early in the morning, just as day is dawning, Pat puts all the letters in his van. Dip dip dip, dip dip dip... (*What? – Ed*)



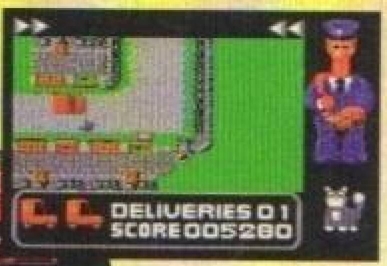
Nothing like a nice cup of tea to start off the day.

The postman always rings twice, or so they say. Not this one matey – if you don't answer the door first time then you won't get your post. He'll be off opening a shopping centre or visiting kids in hospital 'cos Pat's a multimedia star. And to prove it here's a package of his adventures in one of those media.

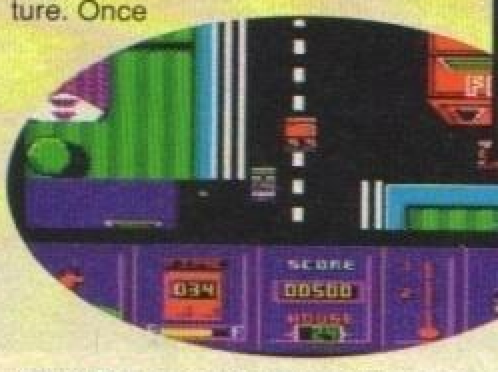
The original *Postman Pat* could be described as an arcade adventure. Once you've mapped the thing out the game itself becomes pretty basic. But mapping it out is a major chore. Each time you've done something right your post mistress rewards you with a refreshing cup of tea.

*Postman Pat 2* is the most fun of the three – and distinctly weird. A cup of tea is your status bar, chickens chase you and nick the post, there's Sam the milkman who's generous to hitchhikers and Ted, the fix it man. It sounds strange, I'll admit, but it's a good larf.

The worst of the three is the third game, a dismal clone of the so-so *Paperboy*. It's slow, dull and not really worth the tape it's recorded on. But as Meatloaf once quothed, "Two out of three ain't bad".



Please, no more tea, no more tea!



What Pat could really do with now, after all this driving around, is a nice cup of tea!

**CATWOMAN**

**POSTMAN PAT HIT COLLECTION**
**ALTERNATIVE ☎ 0977 797777**
**CASSETTE ● £6.99 ● OUT NOW**

## POWER RATING

**64**

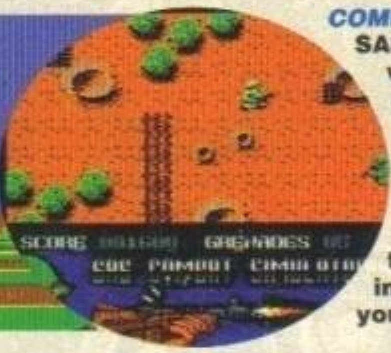
### UPPERS

- Three for the price of one (*er, a bit less than two, actually – Ed*).
- A pretty nifty version of the theme tune is used throughout.
- *PP2* has some very surreal gameplay.

- *PP3* is a feeble affair.
- A bit too twee.

### DOWNERS

**MIG 29:** A deadly dull fly-along-shoot-'em-up. Groovy racing music but little gameplay.

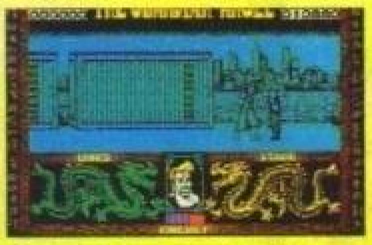


**COMBAT:** As an SAS man you wander around the jungle and kill the enemy. It's quite fun at first, but there's nothing to keep you going.

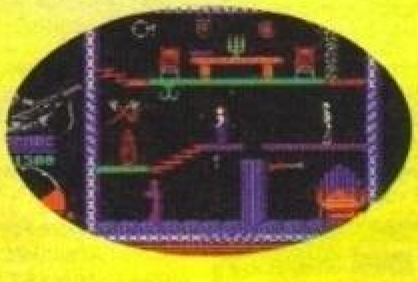
## Best(ish) and Worst

**KAMIKAZE:** Fly a tiny plane, kill everything in sight and pick up the goodies. Complex stuff this.

**KGB SUPERSPY:** Well 'ard music and nifty graphics but you need a soft touch.



**GUARDIAN ANGEL:** A bog standard beat-'em-up in a yucky shade of turquoise, courtesy of Spectrum-O-Vision. File under 'dire'.



**GHOST HUNTERS:** Appalling platformer. Slow movement combined with boring graphics and naff sound effects.

# SMASH 16

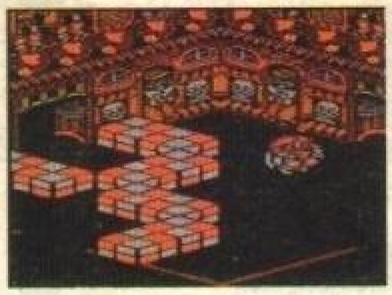
Can you go wrong for just under 94p a game? Well, if *Smash 16* is anything to go by, indeed you can. Unless you're seriously short of spare blank cassettes, that is. The Codies have put together a bunch of 16 'classic' games in a package costing just under £15 quid which sounds like an excellent bargain. But my Mum had a saying that she would quote at me every new year as I prepared to hit the January sales: "A bargain is only a bargain if you would have bought it at the full price anyway". And that's true not only for green, sequinned boob tubes but for C64 games as well.

The pack consists primarily of tedious shoot-'em-ups, with a sprinkling of yawnsome arcade-type adventures. The best of the bunch are probably *Kamikaze*, for its sheer cuteness, and *KGB Superspy*, just because it's a relief not to be playing another boring, routine blast-everything-in-sight-to-bits game.

To put *Guardian Angel* as the first game on the first tape was a definite mistake. It's a bland beat-'em-up that would be more at home on a Speccy. It's an awful shade of bluey-green with sprites that are just black line drawings.

Some people will argue value for money idealism until they're blue in the face. But personally I'd recommend that you buy three decent £3.99 budget games instead and have enough left over to rent *Batman Returns* for an evening from your local video library.

**CATWOMAN**



**SUPER HERO:** Boring red, white and black arcade adventure. Naff graphics and sound enhance the non-existent playability.

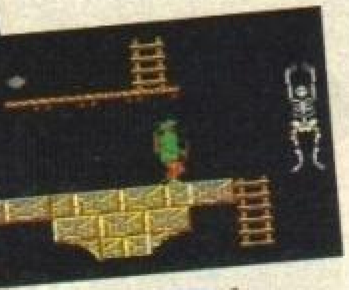
**SKY HIGH STUNTMAN:** Play a stuntman in various roles. Most of the levels take the form of simple combat shoot-'em-ups.

**SUPER G-MAN:** Power yourself along with your anti-grav power pack. Different and quite amusing.

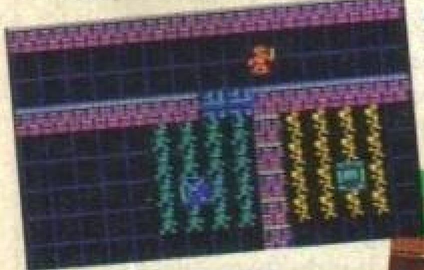
**LAZER FORCE:** Vertically-scrolling shoot-'em-up. Not too tough but not too much fun either.

**POLTERGEIST:** Dead fast horizontally-scrolling shoot-'em-up. A *Defender* clone that plays quite well.

**TERRA COGNITA:** More vertical scrolling and shooting. Tedious and tough on the ears.

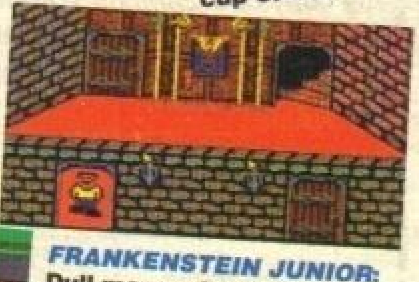


**SUPER ROBIN HOOD:** An arcade platformer/adventure that's as adventurous as a cup of tea.



**NINJA MASSACRE:** Wander around a maze collecting objects and killing things. Okayish.

**ARCADE FLIGHT:** Fly a transparent white plane through enemy territory. Horizontally-scrolling and only one screen high – fly off the top and you re-appear at the bottom.



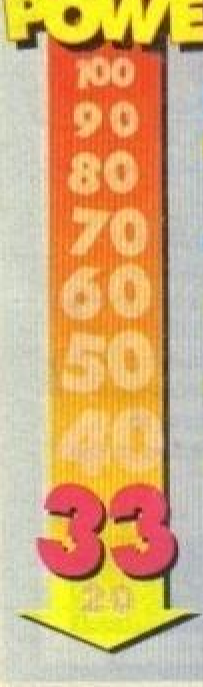
**FRANKENSTEIN JUNIOR:** Dull maze adventure. Pick up objects, put them down again and get killed through no fault of your own.

**SMASH 16**

**CODEMASTERS ☎ 0925 814132**

**CASSETTE ● £14.99 ● OUT NOW**

## POWER RATING



### UPPERS

- Loads of tapes for not a lot of dosh.

---

- 12 of the games are frankly dreadful.
- The other four aren't that much cop.
- Manual? What manual? You have to work out most of the games by trial and error, not that there's much incentive.

### DOWNERS

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**COLOUR REPRO** *Avon Scanning and Planning*
**PRINTERS** *Redwood Press Ltd, Wiltshire*
**UK NEWS TRADE DISTRIBUTORS** *Future Publishing ☎ 0225 442244*
**WORLD-WIDE DISTRIBUTION** *MMC ☎ 0483 211678*
**EDITORIAL, ADVERTISING and CIRCULATION** *30 Monmouth Street, Bath, Avon, BA1 2BW ☎ 0225 442244 Fax 0225 446019*
**PRINTED IN THE UK**

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ABC 60,045 Jan-Jun '92
Member of the Audit Bureau of Circulations

# NEXT MONTH

## SAME BAT-TIME... SAME BATCHANNEL!

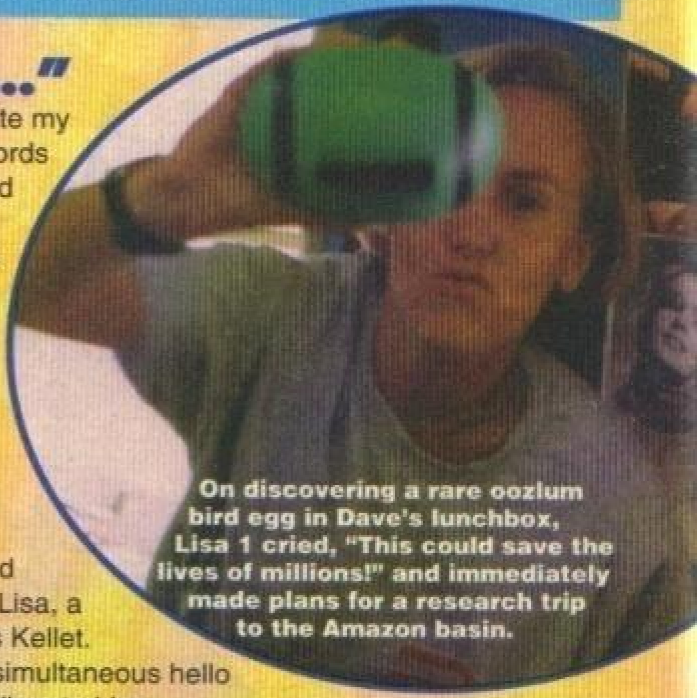
Can the Commodore Crusader escape the Riddler's fiendish trap? Will we be able to find a suitable replacement for Robin, the Boy Wonder? Will the Joker actually do something funny?

Tune in next month, at the same newsagent, on the same shelf for the next thrilling installment of Bat-*Commodore Format*-Man! Special guest stars for this episode will include Jon Wells with top tips on how to make the most of your *SEUCK* games, Jason Finch teaching those techie troubs a thing or three, Andy Robert's Gamebusters busting games galore, Roger reviewing budget games (as well as ruining the alliteration!) and the first full review of Virgin's latest biggie, *McDonaldland* – and yes we will have fries with that!

Can you wait a minute longer? Well I hope so, because *Commodore Format* 31 won't be on sale until the 23rd March 93. But after that date it will be appearing daily (or at least until they sell out, so you'd better use the Mag*Save coupon below) at a newsagent near you.

## "SO THE TIME IS NEAR..."

"...So I face the final curtain. My friends, I'll state my case, of which I'm certain." It was with these words Ol' Blue eyes himself, Mr Frank Sinatra, opened our surprise leaving party for millionaire socialite, Lisa Nicholls (known to her friends as Nickers). Yes folks, with a heavy heart, I must announce the departure of Lisa Nicholls from the ranks of *Commodore Format*. She has decided to resume the medical research that originally made her name. As we look on it, though, we're not so much losing our 'Nickers' as gaining a Lisa; because she's being replaced by another Lisa, a certain Ms Kellet. So it's a simultaneous hello and goodbye to Lisa.



**On discovering a rare oozlum bird egg in Dave's lunchbox, Lisa 1 cried, "This could save the lives of millions!" and immediately made plans for a research trip to the Amazon basin.**

**Meet Lisa 2 (*Oi! I'm not a number, I'm a free woman! – Lisa*). Good, we won't have to pay her any wages, then.**

MAG*SAVE

## HOLY MISSING PERIODICALS

Please Mister (or Missus) newsagent, kindly reserve my copy of *Commodore Format* each month, starting with the April issue, on sale from Tuesday 23th March 1993. See you, citizens.

MY NAME______________________________

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Batman has uncovered the Joker's fiendish plot to steal all the *CF*31s on 23rd March, the day the next issue hits the streets. To foil the foul fool's scheme just fill out the Bat-coupon (left) and hand it to your friendly neighbourhood newsagent (oops, wrong superhero!) and they'll keep it safe from the Clown Prince of crime.

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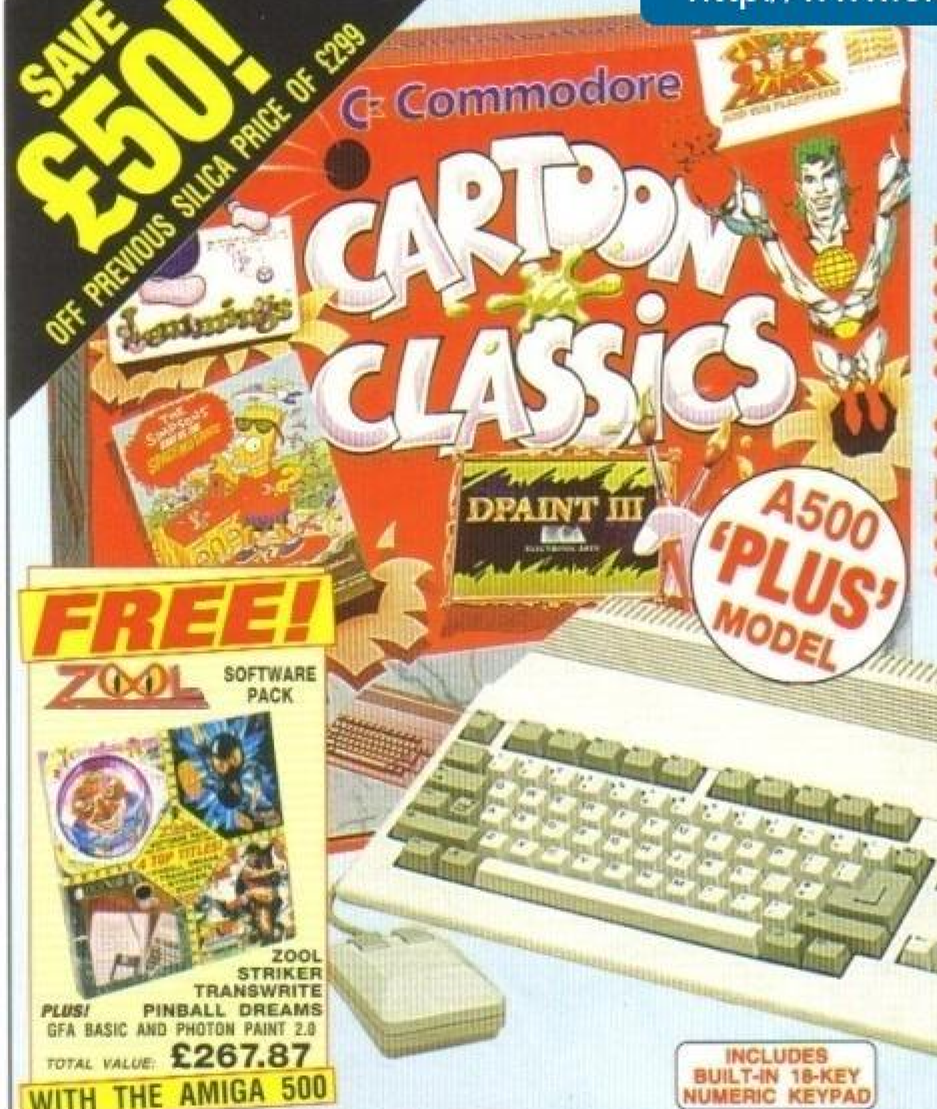

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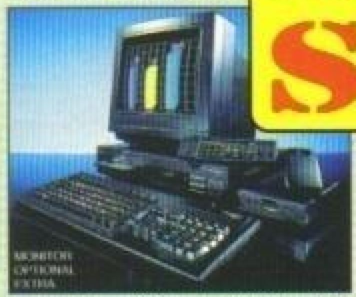

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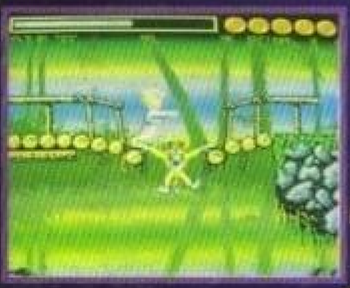
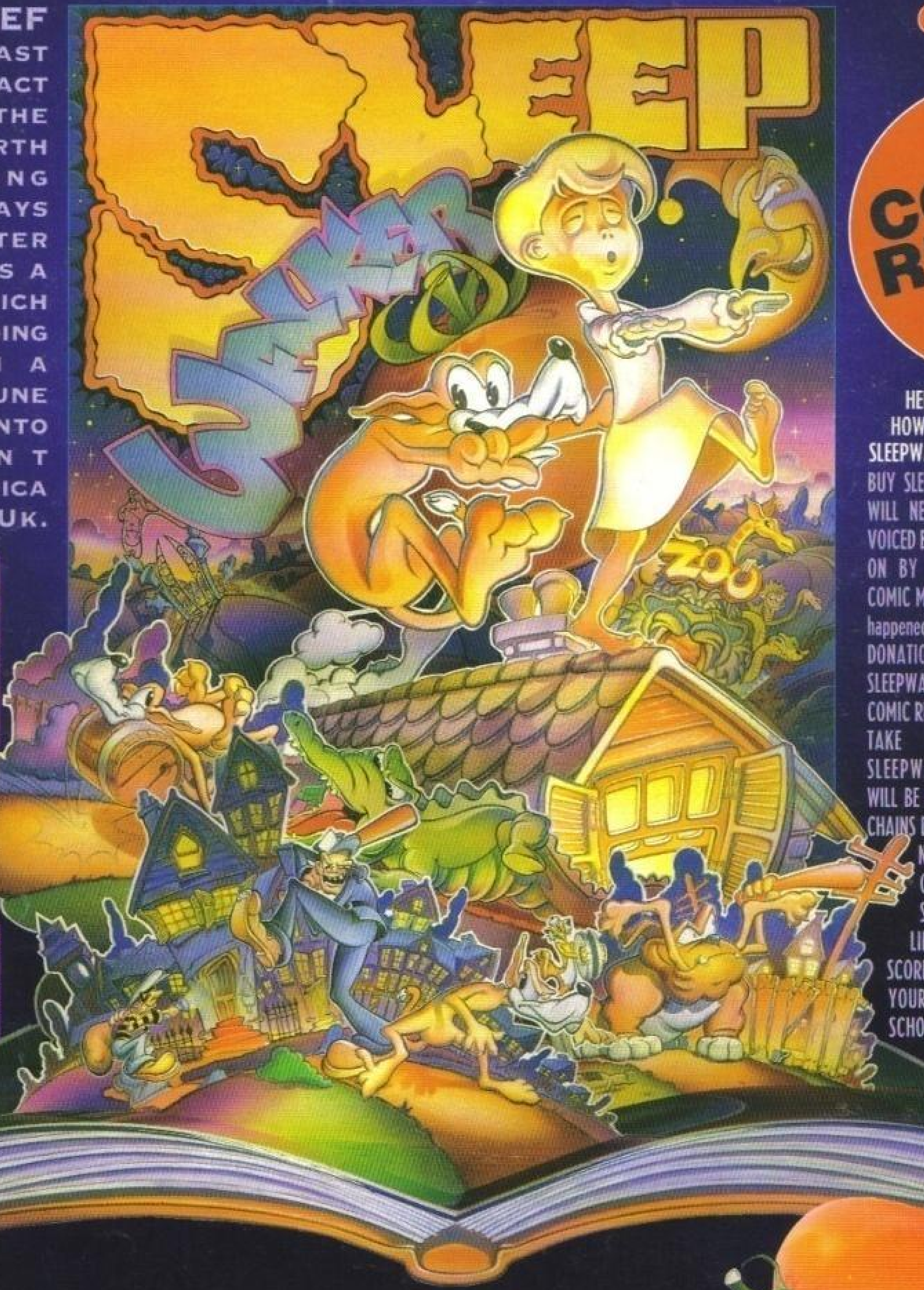
# GET READY 4 THE INVASION

**COMIC RELIEF** HAVE AT LAST GRASPED THE FACT THAT ALL THE PEOPLE WORTH COMMUNICATING WITH THESE DAYS BUY COMPUTER GAMES - AND IT'S A REVELATION WHICH THEY HOPE IS GOING TO MAKE THEM A BLOOMING FORTUNE TO PLOUGH INTO BRILLIANT PROJECTS IN AFRICA AND THE UK.



C64 (DISK & CASS.)
ATARI (STE ONLY)
CBM AMIGA
IBM PC



PLAY THE GAME FOR...

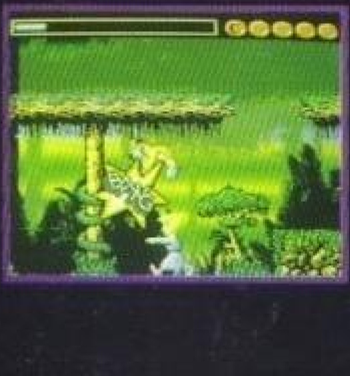
COMIC RELIEF

HERE ARE SOME IDEAS ON HOW YOU CAN GET ONTO THE SLEEPWALKER SPONSORSHIP TRAIL:

BUY SLEEPWALKER - A DECISION YOU WILL NEVER REGRET - THE GAME IS VOICED BY LENNY HENRY, AND WORKED ON BY SOME OF BRITAIN'S FINEST COMIC MINDS (and a couple of gits who happened to be round that evening). A DONATION FROM THE SALES OF SLEEPWALKER WILL GO DIRECT TO COMIC RELIEF.

TAKE PART IN THE GREAT SLEEPWALKER CHALLENGE, WHICH WILL BE INVADING ALL THE BIG RETAIL CHAINS DURING THE WEEKS BEFORE RED NOSE DAY - MARCH 12th 1993.

ORGANISE YOUR VERY OWN SPONSORSHIP CHALLENGES LIKE: BEATING YOUR HIGHEST SCORE - TAKE ON YOUR DAD, OR YOUR TEACHER, OR EVEN YOUR SCHOOL IN A SLEEPWALKER CONTEST. DREAM UP YOUR OWN HIDEOUS CHALLENGE TO HARRANGUE YOUR FRIENDS.



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